ForeSight ENHANCED '95

Purpose

This edition of ForeSight has been created especially for the internet. Over time, it will be improved and expanded in accord with your comments and suggestions.

How this document was created

This document was created using FrameMaker and Adobe Acrobat Exchange on a Macintosh 840av.

Distribution

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ForeSight Enhanced

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Coming Soon

More HyperText Links
Fantasy Modules
Science Fiction Modules
Equipment Lists

1.0 INTRODUCTION

1.1 Hindsight

ForeSight was originally designed in the Summer of 1984-5, and from there it has progressed in fits and gasps to the form you see before you now. Despite time and changes, the game is essentially the same as it was then, only easier to play and, I hope, more clearly explained.

Some things, certainly, have changed. The resolution system has grown a little more sophisticated, while the combat system has been extensively redesigned to be less rigidly structured. Most importantly, the character creation system has been markedly improved.

In general, rules which were seldom used have been eliminated or replaced, while rules which found more-or-less frequent, problem-free use have been left as they were.

The core rules are intended to provide a concise and accessible summary of the ForeSight game system. Both beginners and experienced role-players should have little trouble understanding the rules, as presented here.

1.2 Design Objectives

ForeSight was designed as a system for describing characters, first and foremost. Everything else in the game is simply an extension of the idea that what a role-playing game should be good at is describing characters.

This means not only describing the character as he / she is now, but as he / she was and might be. This means not only associating numbers, magnitudes, or code-phrases with “abilities” (names), but giving a feel for what these represent.

This means describing the world, beasties, equipment, and so forth, in terms of how these things interact with characters, how they shape the character’s environment and actions.

ForeSight was designed to be transparent during play. In other words it was designed not to colour the setting or genre of the campaign or adventure you play. This doesn’t mean that I’m against atmosphere in a role-playing setting. I designed ForeSight to be a system to support a very colourful setting I had written from 1983 to 1985. On the contrary, I simply think that setting and game-system should be distinct, so that the same system can be used to play in different settings, and scenario writers can concentrate on writing background material and not rules. And if a system is to be used in disparate settings, it shouldn’t colour them.

1.3 Design Non-Objectives

I didn't write ForeSight to become rich (which is lucky). If you don't like ForeSight, if you don't like what it tries to do, then waste no time on it. If you like the things it tries to do, but don't like how it tries to do them, please persevere. I'm open to constructive criticism. On the other hand, there are generally good reasons why the game works as it does, and sometimes an explanation of these reasons will sooth the savage critic.

So, if I haven't alienated or unduly bored you yet, read on…

2.0 PLAYER CHARACTERS

2.1 Creating a Character

This is how you go about creating a human (player) character in ForeSight.

i) Find out from the GM how many Background Factors you may use to create your character, and which Free Package of skills and fields of knowledge to give him / her. Gamemasters may use the following table as a guide.

2.1.1 Character Competence Table

Character Competence	Background Factors
bumbling	one (1) to two (2)
inexperienced	three (3)
fair	four (4)
capable	five (5) to six (6)
outstanding	seven (7) to ten (10)
top notch	eleven (11) to fourteen (14)
awesome	fifteen or more (15+)

This table is intended as a quick guide for the GM in determining how many background factors to let players use when creating their characters. I do not recommend allowing characters with more then seven background factors to be created, unless you have something special in mind.

ii) Get copies of the Conception Record, Character Record, and Character Worksheet. If possible, take a character record which has a free package designated by the GM as appropriate to his / her campaign already recorded on it. Otherwise, copy the appropriate information onto the record you are using (see Free Packages,).

iii) Grab the Conception Record. If you can think of a name now, fill it in. If you can't, try to settle on one before you start playing the character.

iv) Fill in the box labelled Basic Concept with a rough outline of the character you have in mind.

v) Fill in the box labelled Description with a rough description of the character you have in mind.

vi) Have a look at the box labelled Temperament and cross out any of the traits you don't think the character should have and highlight those which it will exhibit strongly.

vii) Fill in the rest (except for Background Factors, see below) when you want to.

viii) Choose a number of Background Factors (BFs) in fitting with your character conception (see the Background Factors

Table), including one and only one Upbringing Factor. Record the particulars of the BFs you choose.

Most upbringing factors count against a character's total BFs (ie. having one counts as having one background factor). Those with an "Rpt" value of "DNC" do not count.

ix) Total up your character's Generation Points (GPs) and Years of Education (Educ).

x) Grab the Character Record. If (or when) you've thought of a name for your character, record it in the appropriate slot on this record too.

xi) Allocate your Inherent Attributes. Each has a base value of five (5), and you may distribute thirty-six (36) points, as well as any extra points from Background Factors. A human's inherent attributes may not exceed twelve (12).

xii) Allocate your (free) familiarities. Each character receives five (5) Environment and five (5) Gravity familiarity points. A given familiarity may never exceed three (3).

xiii) If necessary, record the free skills and fields of knowledge received by your character as part of his / her Free Package in the appropriate boxes.

xiv) Spend your character's generation points on skills and other capabilities appropriate to your conception. See the Spending GPs and Skills tables. (This stage should be completed concurrently with [xv], below.)

xv) Spend your character's years of education (Educ) on fields of knowledge appropriate to your conception. A character may only be allocated fields for which he / she possesses the stated prerequisites. Each field costs a number of years noted under "Educ". See the Fields of Knowledge table.

xvi) Determine (choose!) your character's age, which should be at least fifteen (15) plus any years accrued through background factors.

All things being equal, dumb characters who have learnt a lot of fields should be made older to reflect that it would have taken them longer.

Note: there are no aging rules. If you want to play an enfeebled character, then generate him / her that way.

xvii) Grab the worksheet. Copy your character's name across, and so on.

xviii) Determine your character's merit points (and – if appropriate – notoriety). Your character's background factors determine the absolute ceiling on his / her merit point totals. The GM can and should feel free to alter merit and notoriety point totals.

xix) Determine your character's wealth. The GM may restrict your choice, and in any case wealth may have been "bought up" or "sold down" with GPs from the basic wealth level chosen by the GM. Wealth levels are listed on the Spending Generation Points Table.

xx) Finish off the Character Record: fill in skill PCS values (PCS = formula + level, rounded off); UCDC (see table); Carrying Capacity (see table); Fatigue (see Character Record); Speed (Speed = AG / 4 – 2 [rounded off] +G); and so on.

Skill PCS = formula + level (rounded off)

UCDC = ST – 7

Carrying Capacity – see Carrying Capacity table

Fatigue – see character record for formulae

Speed = AG / 4 – 2 + G (rounded off)

Your character is now ready for play. You can add details to it, equip it with whatever it can afford (with the GM's permission), and – until you actually play it – make "legal" alterations to it (sell off skill levels for the GPs they cost, and buy other skills, and so forth). The GM may object to such alterations, however, so check with him / her first.

For further information regarding a character's intrinsic capacities, read on.

2.2 Vetoing a Character

A GM always has the right to veto a character (ie. prevent a given character from entering his / her campaign), but he / she should say why, and suggest changes which would make it more suitable.

Good reasons for rejecting a character include: (i) the character has too many background factors; (ii) the character has too few background factors; (iii) the character's statistics bear little resemblance to the character conception; (iv) the character conception pays little regard to the GM's campaign setting or is unsuitable for it; (v) the character is unsuitable for the adventures the GM has in mind; and (vi) the character design is grossly unbalanced.

2.3 Speed

A character's speed represents his / her reaction speed and the rate at which he / she can perform actions. It is seldom referred to outside of combat. Modifiers "to all activity" affect a character's speed. In other words, the negative modifiers suffered by wounded, exhausted, and encumbered characters also apply to their speed, making them slower. The "G" in speed is the character's familiarity with the local gravity. Thus, in unfamiliar gravities, a character's actions and reflexes are dulled. (You might note that the base ease factor for agility (AG) rolls contains "2G"!)

2.3.1 Speed Table

Agility	Speed
1	–2 + G
2–5	–1 + G
6–9	0 + G

2.3.1 Speed Table

Agility	Speed
10–13	1 + G
14–17	2 + G
AG	AG / 4 –2 + G

2.4 Rounding Off

I use the term "rounding off" to mean what other rules-writers often refer to as "rounding [to] nearest". In other words, rounding fractions of less than one half down, and rounding fractions of one half or more up.

A rigourous definition: to round off a number, add 0.5 to it and round it down (which for positive numbers means chop off everything after the decimal point).

Examples: *two and one-seventh rounded off is (2.142857… + 0.5 = 2.642857…) rounded down, or two; –0.3 rounded off is (–0.3 + 0.5 = 0.2) rounded down, or zero; and finally, one-half rounded off is (0.5 + 0.5 = 1.0) rounded down, or one. I hope that's clear.*

2.5 Unarmed Combat Damage Class

UCDC is a measure of a character's capacity to hurt things with his / her own brute strength. As such, it is chiefly of interest in combat. A negative UCDC indicates an inability to inflict significant damage, at least on a human scale, without great effort.

Designer's Notes: for those of you who used previous versions of ForeSight, you will notice that humans can attain a far wider range of UCDCs. This is because the damage system has been made twice as fine. The reasons for this are outlined in the Mortality rules.

2.5.1 Unarmed Combat Damage Class Table

Strength	UCDC	Strength	UCDC
3	–4	11	4
4	–3	12	5
5	–2	13	6
6	–1	14	7
7	0	15	8
8	1	16	9
9	2	17	10
10	3	ST	ST–7

2.6 Carrying Capacity

A character's carrying capacity (ie. ability to carry stuff about) derives from his / her strength (ST). A character's strength determines his / her Carrying Capacity. A character can travel while unladen, laden, or burdened, and can also "lift" about the mass indicated, and "shift" about the mass indicated.

Obviously, shifting a polished block of glass resting on a slippery floor while braced against a wall is easier than shifting an equally massive granite boulder half-buried in sand.

2.6.1 Carrying Capacity Table

Strength	Unladen	Laden	Burdened	Lift	Shift
1	1kg	2kg	4kg	8kg	16kg
2	2kg	4kg	8kg	16kg	32kg
3	3kg	6kg	12kg	24kg	48kg
4-5	4kg	8kg	16kg	32kg	64kg
6-7	6kg	12kg	24kg	48kg	96kg
8-9	8kg	16kg	32kg	64kg	128kg
10-11	12kg	24kg	48kg	96kg	192kg
12-13	16kg	32kg	64kg	125kg	256kg
14-15	24kg	48kg	96kg	192kg	384kg
16-17	32kg	64kg	128kg	256kg	512kg

2.7 Character Creation Tables

2.7.1 Upbringing Factors Table

Upbringing Factors	GPs	EdPs	Rpt	Notes
Traumatic Childhood	115	5	1	
Underprivileged Childhood	110	10	1	
Comfortable Childhood	20	20	DNC	
Mobile Childhood	25	15	DNC	
Privileged Childhood	10	10	DNC	+2 Inh AP (appearance); buy up wealth level

2.7.2 Background Factors Table

Background Factors	GPs	EdPs	Rpt	Notes
Superior Specimen	20	-	1	+6 Inh attribute points
Trained From Childhood	40	10	2*	+3 Inh attribute points
Magical Talent	-	-	1	Has the Talent
Mysterious Mentor	40	20	2	+2 Inh attribute points
Horrible Institution	65	15	2*	
Tertiary Education	50	30	3	3-4 years; ≤20MPs
Field / Specialist Training	60	20	2	2-4 years; ≤20MPs
Magical Apprenticeship	70	10	2	2-5 years;
School of Hard Knocks	80	-	2	2-5 years; ≤30MPs
Field Experience	75	5	5	2-5 years; ≤40MPs
Office Experience	70	10	5	4-6 years; ≤50MPs
Academic Experience	60	20	5	4-6 years; ≤60MPs
Academic Recluse	40	40	2	4-6 years; ≤40MPs
Teaching Experience	65	15	5	4-8 years; ≤30MPs
Personal Tragedy	60	20	2*	1-3 years
Other Background Factor	A	B	?	A+B = 80

GPs:number of GPs received by a character with that background factor. An NPC receives 20GPs fewer than a PC from a given background factor. Eg. an NPC with five background factors would 100GPs worse off than a PC with the same background factors.

EdPs:number of EdPs received by a character with that background factor. Each education point is equal to 4 weeks of reasonably intense study, or eight weeks of part-time study. (**Note**: this is in addition to any free knowledge resulting from his / her free package.)

Rpt:maximum number of times the background factor may be acquired by a character (barring special permission by the GM); "2*" indicates that the background factor may be taken as twice, as a "major influence", representing a single, intense period in the character's past.

2.7.3 Character Wealth Level Table

Wealth Level	Total Worth ≈
Starvation	Less than 40 svu
Dirt Poor	200 svu
Poor	1000 svu
Struggling	5000 svu
Average	25000 svu
Well-Off	125000 svu
Rich	625000 svu
Filthy Rich	3125000 svu
For each row further	Multiply by 5

3.0 SKILLS

3.1 Skills Defined

Skills are reasonably specific abilities. Skills, once the basics are learnt, are honed gradually towards excellence. In this particular, they are distinct from fields of knowledge which are essentially known or not known. Two people can **know** exactly how to play a piano (which key corresponds to which note on a staff), but one can play beautifully and the other is only capable of Chopsticks.

3.2 Notation

Skills have a number of pieces of information associated with them. The only information that is irreplaceable is a character's level in the skill. The other information is either constant (part of the game rules) or derived from the character's skill level (and possibly other skill levels) and attribute values.

3.3 Prerequisites

A character may not obtain a skill if he / she does not have non-zero scores in all of the variables that appear in its formula. For example, a skill whose formula is (WP+Charisma Level) / 2 could not be obtained by a character with a WP of zero, or who either did not have the Charisma skill or only had level zero in it.

3.4 PCS – Primary Chance of Success

How good a character is at a skill is essentially represented by a single value: PCS. PCS is the sum of skill level and formula (the latter with attribute scores substituted in). Round PCS scores to the nearest integer. Finally, PCS scores above 20 are represented as 20+n, where n is one third of the PCS less twenty, rounded down.

3.4.1 PCS Scores Above 20

Calculated PCS	Actual PCS
20-22	20
23-25	20+1
26-28	20+2
29-31	20+3
32-34	20+4

The modifier applies to any tasks performed with the skill. (I.e. a character with a 20+2 skill has a PCS of 20 with a +2 modifier for all tasks with that skill.)

3.5 BEF – Base Ease Factor

The Ease Factor (EF) of a task determines its difficulty. The Base Ease Factor of a skill is modified to determine the final ease factor. Base Ease Factors can be simple formulae based on E (environment familiarity) or G (gravity familiarity) rather than straight integers. These are for skills involving a good grasp of the potentials offered by terrain and confidence in the local gravity, respectively.

3.6 SC – Success Chance

A character's chance of successfully performing a task with a skill is its ease factor multiplied by the character's PCS in the skill. Exactly how well a character succeeds or fails is detailed elsewhere.

For example, a character with a watercraft PCS of 20+2 (which is very good) is attempting a slightly tricky manœuver (the gamemaster decrees a –1 modifier). The ship involved is in very poor shape, causing a further –2 modifier (this is called a Performance Modifier). Finally, the character is lightly wounded, incurring another –1 modifier. The total modifier is +2 –4, or –2.

The BEF of watercraft is E+3, and the character's surface (of water, environment) familiarity is 3, effectively 6 in these circumstances. So the ease factor of the task is 6 – 2 = 4. The character's success chance is 4 x 20 (the PCS) = 80%. It would be far lower were the character's skill less exceptional.

4.0 FIELDS OF KNOWLEDGE

4.1 Fields Defined

Fields of Knowledge represent bodies of related knowledge. The Fields of Knowledge in ForeSight correspond, in scope, to the departments at a University. (The previous edition related fields to courses, which turned out to be unmanageable.)

In a sense, Fields are either known or not known. Obviously, familiarity with the general concepts of a subject can be honed as a skill. This has been reflected in the experience system.

Finally, it is assumed in these rules that eventually one learns all of the broad concepts that hold a subject together. These constitute a framework sufficient to allow a character to obtain information specific to a problem by research and / or reference, and make use of this information. The number of Education Points (EdPs) a character must obtain in a field to achieve this degree of expertise is called the Qualification Level.

Designer's Notes: in the previous edition of ForeSight Enhanced, fields of knowledge were split up in a very detailed and realistic way. Indeed, the organisation of fields owed much to the way universities and other educational institutions split up subjects into courses. Marvellous as this was, it was really more detailed than is useful for role-playing, and many players never really stopped using the old fields, or understood the reasoning behind some of the new ones (eg. MAT).

4.2 Notation

The fields that a character has learnt are recorded in the form **field/ letter** where **letter** represents the character's degree of expertise in the field (B for basic, Q for qualified, and S for a specialisation).

In the course of character development, you may wish to note "stray" eduation points attached to fields (i.e. points you've invested in fields that don't yet add up to a concrete advance in ability).

Example: a character who had done biology in high school might have biology / B; if the same character went on to major in biology he / she might have biology / Q; the same character after postgraduate entymology might add entymology / S (a specialist subfield of biology).

4.3 Acquiring Fields

A character receives a certain number of education points (EdPs) from his / her background factors. Further education points can be purchased with experience points and / or time. These can be used to purchase points of familiarity in various fields.

4.4 Acquiring Education Points

After being generated a character must earn education points in order to purchase further points in fields of knowledge. Such points should really be earmarked for particular fields (eg. a character shouldn't be able to spend EdPs earnt by studying medicine to get a point in French) but since a character can only study one or two subjects at a time (except, perhaps, if studying full-time at an educational institution) there is no need to keep track of EPs in every field.

Purchasing an EdP requires a combination of intelligence, willpower, experience points, and study time. The standard method of acquiring an EdP is to study for four weeks (full-time, 6h / day) or eight weeks (part-time, 3h / day), pay five experience points., and then make an IN roll at the skill's **EF to Learn**. If successful, the EdP is acquired in that field. A QR7 indicates that half the time and all the experience are lost; a QR10 indicates that all is lost.

Note: the education points in this edition of ForeSight equate to six months of education in previous editions. (The idea was to eliminate fractions; the smallest fields in FSE required six months study.)

4.5 Describing Fields of Knowledge

Most fields of knowledge in ForeSight are not defined by game rules. Instead, standard definitions of fields are assumed. Thus, the field "Geology" is assumed to encompass the subject matter commonly referred to as "geology" in the real world. Fields that relate to futuristic or fantasy settings may require more explicit definition.

In addition to a description of what a field covers, each field has a number of game-specific attributes:

Basic: the number of EdPs you need in the field before it becomes at all useful. A character with this minimum "investment" in a field has a basic understanding of it, and can undertake related tasks (that do not require advanced or specialised knowledge) at a negative modifier. (Think of this as representing what you're supposed to learn in high school about the subjects you study.)

Qualification: (a.k.a Qualification Level) the number of EdPs required for a character to be considered competent in a field. Such a character can perform tasks requiring the field competently (at no negative modifier), and tasks requiring specialist knowledge at a negative modifier. (Think of this as representing what you're supposed to learn in an undergraduate university major about the subjects you study.)

Specialisation: the number of EdPs required for a character who already has full knowledge of a field to learn a specialist sub-field. (Think of this as representing what you're supposed to learn from research or extensive practice within a particular field.)

EF to Learn: the ease factor used to acquire EdPs in a field.

Size: a relative size factor for equipment used to study the field (especially with respect to the sciences). The implication being, for example, that equipment for repairing cars takes more space than equipment for repairing electronics.

5.0 CHARACTER DEVELOPMENT

5.1 Experience

At the end of each adventure, the characters involved should be awarded Experience Points (EPs) by the gamemaster.

The standard rate for awarding experience points to a character is ten experience points per hour of play, plus up to ten experience points (per hour) for being entertaining, clever, witty, and effective. There is no evidence to suggest that this will cause dull players to become better, but I live in hope.

Experience Points (or EPs) may be spent to acquire new skills, hone old ones, quickly learn fields of knowledge, and so on. See the Spending EPs table.

5.2 Learning Fields of Knowledge

Characters may study one field part-time while carrying on other pursuits, and indeed may study at double intensity during long periods of inactivity, such as ocean journeys. Part-time study requires about four hours of effort per day five days per week.

Note: this need not be formal study; the character may, for example, simply be reading in an area of interest.

i) A character may at any time commence studies in a field for which he / she possesses the necessary prerequisites.

ii) Having studied the field for a number of years listed as the field's Time requirement, make an intelligence (IN) roll for the character at the EF (ease factor) listed for the field.

iii) If the roll was successful then the field has been acquired, and is listed under Fields of Knowledge on the Character Record.

iv) If the roll was unsuccessful then the field has been failed, and is listed under Fields of Knowledge on the Character Record with an attached "F". Subsequent attempts to learn the field will only take half as long. (Optionally: if the roll was a QR10 – a fumble – then the field is not listed at all, and subsequent attempts to learn the field take no less time.)

5.3 Spending Experience Points (EPs)

5.3.1 Spending Experience Points Table

Cost	Effect	Notes
50	Raise TRAINED attribute value by ONE to value less than or equal to INHERENT	
75	Raise TRAINED attribute value from INHERENT to INHERENT +1	
150	Raise TRAINED attribute value from INHERENT +1 to INHERENT +2	
225	Raise TRAINED attribute value from INHERENT +2 to INHERENT +3	
300	Raise TRAINED attribute value from INHERENT +3 to INHERENT +4 (maximum)	
5 x Exp	Acquire skill at level zero	Must receive two weeks' tuition from instructor who performs successful Teaching task. "Exp" (experience) value is that of the skill to be acquired.
7 x Exp	Acquire skill at level zero	Requires (Exp + 1) weeks' effort and appropriate tutorial materials. "Exp" (experience) value is that of skill to be acquired.
10 x Exp	Acquire skill at level zero	Requires 2 x (Exp + 1) weeks' effort. "Exp" (experience) value is that of skill to be acquired.
N x Exp	Raise skill level by one (from level N–1 to N; Exp is that of skill)	Skill level may never exceed Limit x Max (rounded up), where Max = highest Trn attribute which appears in skill's formula. A skill may only be improved once "between adventures".
3N x Exp	Raise skill level by two (from level N–2 to N; Exp is that of skill)	The same restrictions apply here as above. At most three skills may be improved this way between adventures, and all must have been used "several times to good effect" in the GM's opinion.
5	Raise specific G / E value from 0 to 1	Must have spent time in gravity / terrain.
25	Raise specific G / E value from 1 to 2	
50	Raise specific G / E value from 2 to 3	
20 x Exp	Acquire Long Term Familiarity (Rule of thumb: character has been dealing with object or situation frequently for at least the last year.)	"Exp" is that of skill with which the LTF will be used. Object or situation with which character wishes to acquire LTF must be very familiar to character.
5	Acquire one Education Point (EdP)	Also requires four weeks of full-time study (6h / day) or eight weeks of part-time study (3h / day).

6.0 FATIGUE

A character has three important Fatigue values.

Threshold Fatigue = EN / 3 (rounded down).

Reserve Fatigue = EN.

Maximum Fatigue = EN+WP.

A character's fatigue varies from maximum down to any negative value. Various exertions and exposure to the elements cost fatigue points. A character whose fatigue is less than zero is exhausted. Rest and recuperation regain fatigue points.

6.1 Important Note

The fatigue rules are provided primarily as a means of allowing gamemasters to simulate the effects of excessive exertion, exposure, and inadequate rest *in extremis*, and, assuming your players role-play their characters within their limits (eg. "my character will *obviously* be weary after so much travel and will rest awhile"), need seldom if ever be used.

6.2 Fatigue Recovery

i) A character whose fatigue is **below zero** may make an EN roll every minute. If successful, he / she regains a point of fatigue.

ii) A character whose fatigue has fallen **below threshold** level, but is zero or above can restore his / her fatigue to threshold level with "a few minutes" of rest. It takes a minute of gasping, etc., to recover one point of fatigue while exhausted.

iii) A character whose fatigue has fallen **below reserve** fatigue (but is above zero) can restore his / her fatigue to reserve level with "about one hour" of rest.

iv) A character whose fatigue is at **reserve level** or above may recover fatigue equal to threshold with "about one hour" of rest.

v) A [human] character can generally recover full fatigue from eight hours or so of sleep.

6.3 Costs of Exertion

Characters at any stage are considered to be resting, or engaged in exercise of varying intensity. Exercise can be light (eg. amble), medium (stroll), heavy (jog), strenuous (run), or extreme (sprint).

6.3.1 Fatigue Costs of Exertion Table

Exercise	Fatigue Cost	Example
Light	1 point / thirty minutes	Amble 5 km / h
Medium	1 point / fifteen minutes	Stroll 8 km / h
Heavy	1 point / five minutes	Jog 12 km / h
Strenuous	1 point / minute	Run 20 km / h
Extreme	1 point / five seconds	Sprint 35 km / h

Encumbrance reduces the effectiveness of a given intensity of exercise by the encumbrance modifier to “physical activity”.

Eg. being laden imposes a –1 modifier to physical activity, so that medium exercise is only as useful as light exercise, while just as tiring. In other words, it’s as tiring to amble while laden as it is to stroll while unladen.

Wounds and Extreme Fatigue reduce the effectiveness of a given intensity of exercise by their modifier “to all activity”.

Eg. a medium wound imposes a –2 modifier to all activity, so that strenuous exercise is only as useful as medium exercise, while just as tiring.

6.4 Exposure Rolls

A character exposed to the elements must make an exposure roll (a Fatigue roll) at intervals as indicated below. He / she loses a number of fatigue points equal to the QR of the roll. On a QR10 he / she incurs an increase of one wound level.

6.4.1 Temperature INterval Table

Interval	Temperature	Description
2 hours	–50 to –20°C	Very Cold (VC)
6 hours	–20 to 0°C	Cold (CD)
24 hours	0 to 30°C	Normal (NL)
6 hours	30 to 50°C	Hot (HO)
2 hours	50° to 70°C	Very Hot (VH)

6.5 Exhaustion Penalties

i) A character whose fatigue is currently zero or below incurs a –2 modifier “to all activity” from exhaustion (with a further –1 per five points of negative fatigue); and must make an endurance (EN) or willpower (WP) roll after any exertion

(or every five minutes during an extended period of exertion); failure results in the character collapsing until his / her fatigue recovers to zero.

Note that exhaustion causes a –2 modifier to all activity, which (among other things) affects the efficacy of a character's exertions, and the ease factor of his / her WP and EN rolls.

ii) A character whose fatigue has fallen to zero or below since last "having properly rested" incurs a –1 modifier to all activity (non-cumulative with [vii]).

7.0 MORTALITY

All characters, creatures, and objects in ForeSight have something called a Damage Factor (or DF), which is a modifier that is applied to a damage class before it is applied to them. Damage Factors are either additive modifiers (for things similar in robustness to humans) or multipliers (for things much larger or smaller than humans).

Eg. a normal human character has a damage factor of +0, which means that he/she suffers damage without modification. A tough human might have a damage factor of –1, which means that any damage he/she suffers is reduced by one damage class. A horse has a damage factor of 0.5, a multiplier, which means that damage is halved (multiplied by 0.5) before being applied. Thus, horses are effectively twice as hard to kill as normal humans.

An additive modifier DF cannot modify a damage class below zero. A damage class that is fractional after multiplication (by a DF) should be rounded to the nearest whole number.

Eg. a DC of 5 modified by a DF of +2 becomes 7. A DC of 2 modified by a DF of –3 becomes 0 (the minimum). A DC of 5 modified by a DF of 0.5 (a multiplier) becomes 3 (2.5 rounded off is 3).

Designer's Note: in general, the additive DFs are intended to represent human variance and near-human characters (such as elves and dwarves in a fantasy setting). Non-character races, creatures, and devices should always be given a multiplier DF.

A character, creature, or object, that has suffered damage, incurs penalties depending on the amount of damage suffered.

Damage is suffered in "points". A character who takes damage adds the damage suffered to his / her damage level (also referred to as wound level when dealing with living creatures).

Eg. someone who has suffered three points of damage has a wound level of three, also called a "heavy wound".

Optionally: damage suffered to limbs (or non-vital locations of non-human creatures) accrues differently. If the damage suffered *exceeds* current damage level then it replaces it; otherwise, the damage is reduced by two – to a minimum of zero (an "S" stun result) – and then added.

Eg. a woman is shot by an assassin with a 5.56mm target pistol and suffers two points of damage (the location is irrelevant). She is now lightly wounded. A second shot hits her in the arm for three points of damage. This exceeds her current wound level and thus replaces it. Her wound level is now three. A third shot hits her in the arm for two points of damage. This is does not exceed her current wound level and is reduced by two to a minimum of zero (a stun result – probably irrelevant). A fourth shot grazes her head for one point; damage to the head is increased by one, making it two points. This is a vital location so the damage is simply added, leaving her damage level at five.

Designer's Note: this represents the effect of shock, which reduces the blood supply to a person's extremities when he / she is badly

hurt. One a person has been hit, wounds to limbs will cause less blood loss.

7.1 Effects of Being Wounded

How much damage a character (or living creature) has suffered determines whether or not he / she is still alive, and if alive, how well he / she can still function. (Damaged objects may either cease to function altogether or function at reduced capacity.)

7.1.1 Damage Status Table

Damage	Status
0	undamaged or at worst superficially wounded.
1	light wound, –1 modifier to all activity; base recovery time 24h
2	medium wound, –2 modifier to all activity; –1 modifier to UCDC; base recovery time 5 days
3	heavy wound, –3 modifier to all activity; –2 modifier to UCDC; base recovery time 20 days
4	incapacitated, –4 modifier to any activity; –3 modifier to UCDC; semi-conscious; base recovery time 1h
5	critical, –5 modifier to any activity; forget UCDC; probably comatose; base recovery time 5 minutes
6	mortal (0), –5 modifier to any activity; forget UCDC; probably comatose; EF3 EN roll to avoid deteriorating (to mortal (1)) every minute
7	mortal (1), as above; EF3 EN roll to avoid deteriorating (to mortal (2)) every minute
8	mortal (2), as above; EF3 EN roll to avoid deteriorating (to dying) every minute
9	dying (1), as above; EF3 WP roll to avoid expiring (becoming dead) every minute
10+	dead. A dead character is cannot act further or even recover without miraculous intervention

Note: modifiers to “all activity” not only act as an ease factor modifier to all tasks undertaken by a character, but also directly affect a character’s speed.

7.1.2 Damage Effects Summary Table

Damage	Wound Status	Damage Status
0	okay	okay
1	light wound	light damage
2	medium wound	medium damage
3	heavy wound	heavy damage

7.1.2 Damage Effects Summary Table

Damage	Wound Status	Damage Status
4	incapacitated	dysfunctional*
5	critical	salvage 60%
6	mortal (0)	salvage 40%
7	mortal (1)	salvage 20%
8	mortal (2)	salvage 10%
9	dying	salvage 5%
10+	dead	forget salvage

Note: * Some devices will become dysfunctional even if slightly damaged. This table assumes a typical mechanical device.

7.2 Effects of Attributes on Damage Factor (Humans Only)

Characters who are strong or have excellent constitutions are somewhat harder to kill than typical, and the reverse holds too.

7.2.1 Damage Factor Modifiers for ST and EN Table

ST+EN	Damage Factor
1-5	+3
6-10	+2
11-15	+1
16-25	+0
26-30	–1
31-35	–2
36-40	–3

7.3 Pain

If a conscious character takes damage (including an “S” result which does no positive damage), he/she must make a pain resistance roll or become stunned by the pain. In combat, a stunned character may only attempt to recover from stun. It takes three seconds to attempt a recovery from stun; recovery requires a successful pain resistance roll.

Since being wounded causes a character to suffer a negative modifier to all rolls, severe wounds are more likely to stun a character than minor ones.

A stunned character may at any time elect to fall prone.

A QR10 pain resistance roll results in a character fainting from pain. Recovering from a faint requires a QR2 pain resistance roll (whereupon the character is merely stunned).

A QR10 pain resistance roll resulting from any blow to a character's head (see Hit Location), or a failed pain resistance roll resulting from a blow inflicting positive damage to a character's head, results in the character falling unconscious (and probably getting concussion).

7.4 Wound Recovery

A character has a chance of recovering (to the next higher status) after each base recovery period, if he / she rests, and after every second base recovery period otherwise.

At the end of each base recovery period, the character should attempt an EF3 EN (endurance) roll. (This ease factor may be improved by first aid and / or medical attention.) A success results in the character recovering one wound status (eg. a heavy wounded character becomes medium wounded), with the minimum damage for that wounded status, only if he / she is eligible for recovery. A failure has no effect unless it is a QR10 in which case the character incurs an additional wound status. (This may result in death.)

A character whose wound status is **mortal** makes recovery rolls too, but cannot actually recover from them. All he / she can do is hold on or deteriorate. The only hope for such a character is outside assistance (or possibly some truly awesome self-treatment at –5).

A character who is **dying** makes EF3 WP rolls just to avoid becoming completely dead. This is for dying speeches and so on. In heroic campaigns this should be made an EF5 or EF7 roll. (Beowulf was in such a campaign and had an extraordinarily high WP.)

7.5 Damage & Armour

Damage from weapons, and most other causes, appears in the form of a damage class (DC) representing the damaging potential of the blow (or whatever). The QR of an attack (or, if no QR is available, a D10 roll) determines how much damage is actually done.

Damage from weapons is divided into three main classes. Melee (class M) damage is inflicted by slow moving but relatively massive objects, such as swords and fists (or the ground, in the case of a fall). Impact (class I) damage is inflicted by relatively fast and light objects, such as bullets, arrows, and sound solitons. Beam (class B) damage is done by high-energy photons, other very small particles, or fire.

Different types of armour offer differing protection against the various types of damage. Kevlar, for example, is very useful against class I damage, but more or less useless against the other types of damage.

The protective effect of armour against damage of a given type is expressed as a number followed by zero, one, or several "A"s. The number is the damage class reduction – the amount by which a damage class from a weapon or source of appropriate type is re-

duced. The “A”s represent the capacity of the armour to absorb damage of that type. One “A” absorbs one point of damage.

A target who is shot (or struck) through cover may receive armour protection from the cover.

Note: an “A” reduces “one point” of damage to an “S”. A further “A” reduces an “S” to nothing. An “S” does no damage, but forces the target to make a pain resistance roll or become stunned.

As stated previously, how much damage a blow (or whatever) actually inflicts is determined by its damage class and its QR (or a D10 roll if appropriate).

7.6 Damage Inflicted

7.6.1 Damage Class Table

QR	Roll	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	1	S	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
2	2	S	S	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
3	3–5	S	S	S	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
4	6–9	–	S	S	S	S	1	1	1	1	1	2	2	2	2	2	3	3	3
5	10	–	–	S	S	S	S	S	S	S	S	1	1	1	1	1	1	1	1

If you don’t like tables (I don’t), or if you want to use weapons with DC more than sixteen, or (if like some of my players) you have a programmable calculator or a computer to do you die-rolling for you, then:

7.6.2 Damage Class Table Formulae

QR	D10 Roll	Damage
1	1	{DC (damage class) + 1} / 2 (rounded down)
2	2	DC / 2 (rounded down)
3	3–5	DC / 3 (rounded down)
4	6–10	DC / 5 (rounded down)
5	–	DC / 10 (rounded down)

A result of “0” is treated as an “S”, except for a QR4 at DC0 which causes no damage of any kind, and a QR5 which does no damage of any kind at DC0 or DC1.

7.7 Hit Locations (Humans)

Damage inflicted by blows, impacts, or whatever, will be inflicted on a particular location. Which location is struck depends on a D10

roll in most cases, although the GM may restrict the roll because of circumstances or a blow may have been aimed at a specific location.

7.7.1 Hit Location Table

Roll	Location	Effects
10	head	positive damage (1+), is doubled.
9	right arm	if PR roll failed, drop items held in right hand.
8	left arm	if PR roll failed, drop items held in left hand.
5–7	chest	no special effect.
3–4	abdomen	–1 modifier to all PR rolls until recovered.
2	right leg	if PR roll failed, fall to prone or kneeling.
1	left leg	if PR roll failed, fall to prone or kneeling.

8.0 MERIT POINTS

Merit Points are used to represent a character's perceived standing in his / her profession. In general, a character receives merit points for work which is inspired, or at least solid, and loses merit points for incompetence or misconduct.

Merit Points are tied to a profession. A character who has acquired a great many merit points as a football coach will not be eligible for high rank as an office clerk, and will have to start earning merit points in his / her new profession from scratch.

The number of merit points a character has in his / her profession determines the rank, in that profession, the character is perceived as being eligible for (see the Merit Point Table). In general, should the character apply for promotion to that rank, or apply for a position at that rank, he / she should stand a good chance of success.

Merit Points may, however, be wholly or partially transferable between professions, if the professions in question require similar or overlapping skills and knowledge.

If the skills required for the new profession are wholly subsumed within those required for the old profession, then between three-quarters and all of the character's merit points may be transferred over.

If the skills required for the new profession are largely subsumed within those required for the old profession, then between a quarter and half of the character's merit points may be transferred over.

Merit Points for Experience: the GM should allow players to determine their character's initial professional merit points within the maxima allowed by the their background factors, within the following guidelines:

8.0.1 Merit Points for Experience Table

MP's	Professional Standing
1-10%	**Poor**; perhaps long-term unemployed or subject of disciplinary action
11-20%	**Mediocre**; undistinguished career
21-30%	**Good**; some hilights, few low points
31-50%	**Exceptional**; distinguished service
51-75%	**Outstanding** (or friends in high places)
76-100%	**Incredible** (perfect career to date)
Note: percentage of MP's given is the proportion of maximum possible.	

Alternatively, you might consider making a skill roll for the merit points received from each background factor. The roll should be made against a success change equal to the average (at base ease factor) of skills designated by the gamemaster suitable for the career the character is stated to be pursuing during that background

factor. The QR determines the proportion of maximum MPs received.

8.0.2 Blow By Blow Merit Points Table

MP's	Description
–20%	**QR10**; disastrous period in career
–5%	**QR7**; consistently incompetent
0%	**QR6**; a forgettable period
5%	**QR5**; really something of a write-off
10%	**QR4**; mostly kept out of trouble
20%	**QR3**; a solid career performance
50%	**QR2**; impressive with several hilights
100%	**QR1**; outstanding – a brilliant period

Merit Points for Performance: the GM should award characters Merit Points for solid or inspired performances of their professional tasks, and deduct them for acts of incompetence, negligence, or stupidity.

As a rough guide, I recommend awards of one to five points for a session of solid competent job-related activity, five to ten points for a session of inspired job-related activity, and a deduction of one to twenty points for acts of slight negligence to brazen stupidity.

Merit Points for Qualifications: when a character first enters a new profession, his / her capacities may permit him / her to obtain a relatively high-placed position, or to rise quickly through the ranks as a result of his / her obvious abilities. In general, this will be more likely to occur in flexible organisations, dynamic companies, criminal enterprises, and so forth.

In such cases, the GM should "gift" the character with merit points equal to half to three-quarters those needed for the position the character has obtained, and award the character double merit points for solid or inspired work until he / she has merit points corresponding to his / her rank.

8.1 Merit Points & Rank

8.1.1 Merit Points & Rank Table

Merit Points	Rank	Bureaucracy	Naval Officer
0–5	0	office-boy	midshipman
6–10	1	file clerk	ensign
11–20	2	processing clerk	lieutenant JG
21–40	3	senior clerk	lieutenant
41–75	4	researcher	lt. commander
76–125	5	senior researcher	commander
126–200	6	supervisor	captain
201–300	7	section head	commodore
301–500	8	office head	rear admiral
501–750	9	bureau head	vice admiral
751–1000	10	department head	admiral

8.2 Notoriety Points

Notoriety Points are a useful special case of merit points. Notoriety points represent the zeal with which the character is sought by law enforcement agencies. If several important law enforcement agencies seek a character with varying degrees of zeal, this can be noted by giving separate notoriety point tallies as pertain to each, or simply noting the fact.

As a simple rule of thumb, a notoriety point total implies that were the character to be apprehended, he / she would likely be incarcerated for half that many years (having been sentenced to more, if appropriate). A character with a small notoriety total might have the option to pay a fine, while a character with a large notoriety total might be executed.

9.0 CHARACTERS IN ACTION

During play, characters wander about attempting to do things. Or in other words, perform tasks. An important part of the GM's job is to decide whether tasks are successful, and how successful they are. This applies to tasks undertaken by both player characters and non-player characters, although players will tend to make the rolls for the former while the GM will tend to make rolls for the latter.

In general, characters will attempt tasks which fall into one of the following categories…

Automatic tasks are either (i) so easily completed that the chance of failure is diminishingly tiny – about the same as the chances of a character spontaneously combusting – or (ii) very easy and the consequences of failure basically irrelevant.

Examples: (i) "My character will open the door"; "My character will sit down"; "My character will say 'Hello' to her old friend"; (ii) "My character will type his name on the typewriter"; "My character will go up the stairs"; "My character will unlock the door with her key".

Resolvable tasks are tasks which because of their difficulty or because of time, equipment, or other restrictions, have some chance of succeeding and some chance of failing.

Examples: "My character will open the door and then leap behind cover"; "My character will sit down while secretly pulling her gun from her handbag"; "My character will say 'Hello' to his old friend while trying not to let him know there's anything amiss"; "My character will quickly type his name on that last sheet of paper"; "My character will creep up the old rickety stairs"; "My character will unlock the door with her lockpicks".

Since – in many cases – it is undesirable for the GM to [have to] determine the outcome of each such task "off the top of his / her head", we use die rolls to determine the degree of success of resolvable tasks.

Designer's Note: a resolvable task may be determined by the resolution system to be impossible (ie. ease factor zero), but it will never be automatic.

Impossible tasks are impossible. They're not going to happen. These are tasks which by reason of difficulty, magnitude, lack of facilities, or – importantly – lack of relevant knowledge on the part of the character, or – even more importantly – poor decisions by the character on his / her approach to the task, are so unlikely to succeed that success would spoil suspension of disbelief.

Examples: "My character will punch through the oak door, grab the goon on the other side and strangle him"; "My character will sit down in the international terminal and discretely assemble her sniper rifle"; "My character will say 'Hello' to his mother while trying not to let her know that there's anything amiss"; "My character will quickly type the names of the Polish cabinet on that last sheet of paper"; "My character will creep up the stairs which had those

strange light beams shining all around it"; "My character will pick the lock with his screwdriver".

If you've been thinking of situations where the examples – for each category – I've given would be wrong, then you've probably got the idea! A Polish journalist might well be able to quickly type the names of the Polish cabinet. A character wearing an exoskeleton might be able to punch through an oak door, as might any reasonably strong character if the door was rotten. If no-one is looking at you, discretely pulling out a gun is probably not so difficult. And so on.

9.1 Rolling for Success

The outcomes of resolvable tasks are determined by percentile die rolls. A character has a percentage success chance of performing a task, ranging from zero (no chance of success) to lots (over three-hundred – more-or-less automatic success). You roll percentile dice and if the roll is less than or equal to your percentage chance of success, then you succeed, otherwise you fail. A roll of 100 ("00") is always a failure (or QR7).

Calculating the Success Chance (SC) is the tough part…

9.2 Calculating the Success Chance

i) The GM determines which skill or attribute is being used to attempt the task.

ii) The GM determines how difficult the task is, and hence what the ease factor modifier for the task will be.

iii) The person making the roll adds the ease factor modifier to the base ease factor (BEF) of the skill or attribute being used for the task (using Ease Factor Arithmetic). This determines the ease factor of the task. (Add all your modifiers together, normally, before adding the modifier to the BEF.)

Adding the modifier to the BEF works like normal arithmetic except the allowed values for an ease factor are { 0, 1/4, 1/2, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 }. Adding is moving to the right. Subtraction is moving to the left. And you can't fall off either end. Eg. BEF 5 – 6 = 1/4.

Ease Factor = BEF + Modifier

BEF is skill or attribute "base ease factor" and should be read off the character sheet. (If an "E", "G", and/or "T" appears in the BEF, then an appropriate value should be inserted. The GM may determine which value is appropriate)

iv) The success chance of the task is equal to the character's skill PCS (if a skill is being used) multiplied by the ease factor of the task. If an attribute is being used, then the character's trained attribute value is used.

Success Chance = Ease Factor x PCS

Success Chance = Ease Factor x Attribute

PCS is skill "primary chance of success" and should be read off the character sheet (on which it has been carefully precalculated and recorded). Attribute is trained attribute value (which defaults to inherent value without training).

v) Roll percentile dice against the success chance. If the roll is lower than or equal to the success chance (and it isn't an "00") you succeed. Otherwise, you fail.

Aside: In case you're unfamiliar with percentile dice, you roll two ten-sided dice, differently coloured, one being the "tens" digit, and the other the "units" digit, to generate a number from 00 to 99, with 00 being treated as a "one-hundred". You may choose to use a calculator's random number function rather than percentile dice (anything larger than 0.99 is a "00") of course.

Roll ≤ Success Chance SUCCESS

Roll > Success Chance or Roll = 100 FAILURE

9.3 Rule of Thumb

It is the gamemaster's job to determine the ease factor modifier for a given resolveable task. Rather than have huge lists of tasks and ease factor modifiers for each of them, here is a rule of thumb. The GM should choose a description of the task, which gives a modifier for it, then add the relevant modifiers for the character undertaking the task (who may be very clever, wounded, or whatever). Try to account for conditions (lighting etc.) when assessing a task and you won't need any other rules!

9.3.1 Task Difficulty EF Modifiers Table

The task is…	Modifier
trivially easy	+5 (or better)
very easy	+3
relatively easy	+1
average	+0
relatively hard	–1
very hard	–3
extremely hard	–5
near-impossible	–7 (or worse)

9.3.2 Character-Related Task Modifiers Table

The Character…	Modifier
lacks relevant knowledge	–2 (or worse)
has basic knowledge only	–1
has specialist knowledge	+1 (or better)
has broad knowledge	+1 (or better)
is using equipment	PM of equipment
lacks proper equipment	–1 (or worse)
is lightly wounded	–1
is medium wounded	–2
is heavily wounded	–3
is unfamiliar	–1 to –4 (if applicable)
has long term familiarity	+1
is exhausted (fatigue ≤0)	–2
needs rest	–1

9.4 Quality Ratings (optional for players)

A die roll tells you much more than whether a task succeeded or failed. It tells you how well it succeeded or failed: how much was done, how fast, or whatever, depending on what the character attempting the task was trying to do.

Designer's Note: In general, if what a character is trying to do is hard, then this should be reflected in the ease factor modifier, and if the character rolls a success, then he/she should succeed. Occasionally, however, mere success isn't good enough.

There are six possible quality ratings representing varying degrees of success or failure. These are referred to as QR1 ("quality rating one"), QR2, QR3, QR4, QR6 QR7, and QR10. The lower a quality rating, the better it is for whoever achieved it. QR1–QR4 are successes, which one you get is determined by how low your die roll was relative to your success chance; QR7 and QR10 are failures, a QR10 occurs if your roll exceeded your success chance and ended in "0".

In order to determine the quality rating of a task, roll D10 and add one twentieth of the task's success chance, then consult the **FAILED ROLLS** or **SUCCESSFUL ROLLS** table below, as appropriate.

Designer's Note: to speed up play, you can roll three D10 for a task, designating one as tens, another as units, and a third as the QR roll.

9.5 Failed Rolls

9.5.1 Failed Rolls Quality Rating Table

QR	Roll	Description
QR10	Roll>SC roll ends in zero	**major screw-up**, worse off than before; took twice as long as expected; achieved nothing positive.
QR7	Roll > SC	**failed**; took twice as long as expected; achieved nothing.
QR6	Roll "slightly greater than SC"	**bare failure**; took as long as expected before you realised something was wrong; achieved nothing but no harm done

9.6 Successful Rolls

9.6.1 Quality Ratings of Successful Rolls

QR	Roll	Description
QR5	Roll "just under SC"	**bare success**; took a little bit too long; achieved the absolute minimum, perhaps not enough
QR4	Roll < SC	**mediocre**; took longer than expected (up to twice as long); achieved less than might have been hoped.
QR3	Roll ≤ SC / 2	**competent**; took about as long as expected; achieved solid results.
QR2	Roll ≤ SC / 5	**good**; took less time than expected; achieved better than expected results.
QR1	Roll ≤ SC / 10	**brilliant**; took a fraction of the time expected; achieved far better than expected results.

Note: A QR Roll is modified by adding one twentieth of the tasks's success chance (rounded down). Where a simple random (successful) QR is wanted, add 5 (effecitvely representing a success chance of 100).

Description comprises a descriptive phrase, followed by a "time-taken phrase", followed by a "results phrase". These should be taken by the GM with a dose of salts… A QR1 is not necessarily both very fast and much more successful than expected. Interpret the results in a manner that is entertaining and dramatically appropriate.

The GM should apply whichever phrase seems dramatically appropriate. If time-taken is irrelevant (eg. singing a song), then a good QR should give a good result. If results are irrelevant (eg. picking a lock – either it's picked or it ain't – unless you're trying not to leave any traces) then a good QR should speed the task up or make it quieter.

9.7 Ultra-Optional Quality Rating Rule

There is one more rule which you may wish to apply, the bare success (QR5) rule. If you can't remember it, don't worry – it's not important.

If a roll which would otherwise be successful is both odd and within twenty of the success chance (eg. the task has a success chance of 65 and a "45", "47", "49", … , or "65" is rolled) then a bare success (QR5) has been achieved.

A QR5 represents an "only just made it" or "in a nick of time" result. If a bare success won't create any drama, then it's just a success. But if a bare success can be dramatically exploited – go for it!

Examples: a QR5 shot might just "wing" the target; a QR5 climbing roll might leave someone clinging to a handhold; a QR5 charisma roll might result in a successfully covered-up faux-pas; and so on.

9.8 Doing Simple Things

A simple task is one which any character has some chance of performing (assuming he / she isn't crippled), except for the possibility of its ease factor being zero. In particular, tasks which do not require a character to have some particular field of knowledge are simple.

Simple tasks rely on skills or attributes alone. A player decides what his / her character will do; the GM determines the modifier. A roll is made.

If a character lacks the skill needed to perform a simple task, then he / she may still attempt it. His / her PCS equals the formula (eg. "(DX+PC) / 2" for handguns) for the skill, and his / her BEF is that of the skill, but with a –2 modifier (eg. 4–2 = 2 for handguns).

9.9 Using Knowledge – Skill/Field Rolls

Tasks are always performed using skills or attributes, but in order for a task to be possible a character may need some particular field of knowledge. Similarly, all the knowledge in the world won't replace a basic lack of skills. A qualified surgeon with no arms (natural or otherwise) cannot perform surgery successfully, nor can a dexterous person with no knowledge of anatomy.

The knowledge a character possesses which is relevant to a task he / she is attempting to perform should be judged by the GM to be inadequate, minimal, adequate, fair, good, or profound. This will result in an ease factor modifier for the task.

9.9.1 Task Modifiers for Character Knowledge Table

Knowledge	Modifier
inadequate	–5 or worse
minimal	–4 or –3

9.9.1 Task Modifiers for Character Knowledge Table

Knowledge	Modifier
adequate	–2 or –1
fair	+0
good	+1
profound	+2 or +3

Eg. a character is attempting to fix a radio transceiver. A thorough grounding in the humanities is inadequate (no better than nothing); possession of BPHYS is minimal; ELENG adequate; Communications (a subfield of ELENG) fair. Good or profound knowledge could be derived from documentation (see below) or further specialist studies.

9.10 Sources of Knowledge

Since human beings can talk to each other, and many can read and write, knowledge can be transferred from person to person (and character to character), and specialist knowledge can be stored for reference.

A character in communication with another character who wishes to attempt a task with insufficient knowledge may attempt to impart him / her with the knowledge he / she needs, “talking him / her through” the task. This requires a teaching roll and the character doing the talking can give his / her knowledge modifier – (the QR) to the recipient (for the duration of the task).

Documentation. Although a character may lack specific or general knowledge necessary for the completion of a task, documents may be available which can convey enough knowledge, relatively quickly, to be useful. A well-written manual can upgrade knowledge by two rows (eg. “adequate” becomes “good”). A general text can upgrade knowledge by one row, but not beyond adequate.

Using manuals and other references will, however, slow down the completion of a task, by a factor dependent on the way the data is accessed, and also by how much data is involved. Databases won’t make you read or understand faster; they just help you find the stuff you want to read faster.

9.11 Unfamiliarity

A character who is attempting to use a skill with an object or situation with which he / she is unfamiliar may incur a negative “unfamiliarity” modifier. It is up to the GM to determine when this

unfamiliarity passes, and how severe it is at any given stage. As a rough guideline…

9.11.1 Unfamiliarity Task Modifiers

Unfamiliarity	Modifier	Example
Total	–4	using a helicopter with foreign instrumentation in strange units having only flown a jet
Severe	–3	debugging a program in an unfamiliar language without documentation.
Major	–2	driving a manual, having only driven an automatic
Slight	–1	driving an automatic, having only driven a manual

9.12 When The Going Gets Tough (definitely optional)

A character attempting a task may (temporarily) reduce his / her relevant skill PCS to 20 (if and only if it exceeds 20), receiving a +1 modifier for every three full PCS points lost. This is only useful when avoiding low ease factors, and hence allows highly skilled characters to perform tasks of great difficulty.

In other words, a character with PCS 23 (to 25) in a skill can instead use it as PCS 20 at +1; PCS 26 (to 28) becomes PCS 20 at +2; PCS 29 (to 31) becomes PCS 20 at +3; PCS 32 becomes PCS 20 at +4, and so on.

Eg. a character with a handguns PCS of 27 could opt to fire a shot at a +2 modifier by (temporarily) reducing his/her PCS to 20. Seven PCS points are lost, giving two lots of three full points lost, and hence a +2 ease factor modifier.

This is another rule players will tend to remember. (Gee, I wonder why?) It is still optional, and whether it gets used is up to the gamemaster, not the players. So there.

For the GM, the key points are that this rule makes highly skilled characters much more capable of performing very difficult tasks, and capable of tasks that less skillful characters have simply no chance of doing (which is probably how things should be).

10.0 SKILLS & RESOLUTION

The following notes comprise guidelines as to how one should use the resolution system to simulate the use of the less obvious skills and fields of knowledge. (In general, "less obvious" means less action-oriented; it's pretty obvious how to use the climbing skill, while combat skills are discussed in some detail elsewhere.)

10.1 Technical Tasks

The diagnosis and design of a device is achieved by making a diagnose roll modified for knowledge relevant to the device.

Diagnosis is the attempt to determine the causes of dysfunction in a damaged or malfunctioning device, and specification of the means of solving the problem. Diagnosis tasks should be receive modifiers for the inherent complexity of the device and the seriousness (represented by damage or wound status) of the problem.

Design is the specification of a new device. Design attempts should receive modifiers for the audacity of the design (ie. what is expected of it) and the resources available for construction. Either task should be modified for knowledge, circumstances, wounds, exhaustion, and so on, as you would expect.

The construction and repair of a device is achieved by making a dexterity (DX) roll modified for knowledge relevant to the device.

Repair is the fixing of a problem which has been diagnosed, or using an obvious solution if there is once. Eg. a flat tyre may require no diagnosis. Repair tasks should receive modifiers for the quality of the diagnosis, for the complexity of the object, the resources available, and the seriousness of the problem being repaired.

Construction is the assembly of a device from suitable components. The production of suitable components may be treated as making such a task more difficult, or as separate tasks in themselves. Construction task should receive modifiers for the quality of the design and the resources available to realise it.

10.2 Theoretical Tasks

Recalling a pertinent fact or researching a topic in the realm of a field of theoretical (or other) knowledge requires an intelligence (IN) roll modified for relevant knowledge.

Recall is the recollection of knowledge pertinent to an observation. This observation may have resulted from a successful perception (PC) or Search roll, from someone pointing out the phenomenon to the character, or it may be recorded information of some kind.

Eg. a character notices a bird flying around with something glittering in its beak. He / she might make an IN roll with modifiers for

knowledge in the animal behaviour area (say –1 for only having BBIO). Supposing the roll were successful, the character might observe that the bird was probably of a sort that gathers shiny objects for use in courtship rituals.

Research is the accumulation of knowledge pertinent to an area of interest, generally with a specific problem or task in mind.

Creating a hypothesis to explain a series of observations that appear consistent or somehow related or constructing an experiment to test such a hypothesis requires a theory roll modified for relevant knowledge. The situations covered by this statement are so unpredictable that I simply advise that the gamemaster's considered discretion be applied.

10.3 Observation

A character may sometimes notice something for which he/she was not looking (or listening, or whatever) by making a perception (PC) roll. This is sometimes referred to as a "scan" roll in reference to the first edition rules where "scan" was a skill. This does not mean that characters always get to make a perception roll to notice something. Sometimes characters will have no chance to notice something, eg. a pin dropping in an airport arrivals lounge.

The gamemaster should, as always, try to be consistent and fair in determining whether something has a chance of being noticed or not, and whether the environment familiarity should be used, or the default value substituted. (Eg. many "did they hear it rolls" should use the default value for E.)

Characters should be best at noticing things visually, although not if behind, above, or below. Sound is good too, while touch is less likely and smell is often ignored.

If there is something to be found in an area which is being searched for something else, it is up to the gamemaster whether it will automatically be found by a successful search roll or a separate perception roll will be necessary. Rule of thumb: use a separate roll if the other object is as hard or harder to find, or if there are several such objects.

A character may deliberately search for something in an area. Such tasks should be modified based on the search area, the difficulty involved in spotting the object, and so on. Always modify search tasks as though the object were really there. If your players are the sort who will operate from conclusions drawn from known die rolls ("well, the roll was good so there mustn't be anything here"), you should make the rolls yourself.

10.4 Gambling

Gambling is a mystic skill that determines how good a character is at gambling when skill is involved. Skill will not help you win roulette short of cheating. People playing for no money, or for stakes that are trivial to them, or for stakes that are utterly important to

them, should make a WP roll to avoid incurring a –1 modifier. To resolve gambling, determine the stakes, let each side make a gambling roll, and the best QR wins. Tied QRs result in no exchange of money.

10.5 Animal Training

There are five basic tasks an animal trainer performs: getting an animal's trust (or breaking it), making an animal trust other people, teaching the animal to do things (or not do things) on command, teaching the animal tricks, and honing an animal's skills.

Getting an animal's trust should take time depending on how wild the animal is. Since I hate tables, and since you may want to deal with imaginary critters or aliens or whatever, listing out times (and orneriness modifiers) seems like a pain. I think it takes at least a day and perhaps as long as forever to gain an animal's trust. Some animals, such as dolphins, are pretty trusting to start with.

Making an animal trust other people will probably take longer.

Teaching animals to do things really depends on how cooperative the animal is, how much aptitude and intelligence it has, and – generally – how young the animal is. Chimps are very bright, but you can't teach them to speak English. (You can teach them American Sign Language, though.) Parrots are pretty dumb, but you can teach them to say English words.

Teaching an animal to obey orders generally requires an intelligent animal or very simple orders.

As for honing skills, a reasonable rule of thumb is that it takes a week or so to improve an animal's PCS in a skill by one to a maximum of 150% of its original value.

11.0 THE ENVIRONMENT

Designer's Note: ForeSight incorporates provisions to account for variations in topography, temperature, and gravity, and to factor these variations into almost any task resolution.

The major reason for this is to allow more precise character description. Ie. it is clear that some people have more familiarity with certain types of terrain than do others; it would be nice if we could describe such characters. Unfortunately, character description tends to be pointless without game mechanics to back it up.

Familiarities represent experience with and acclimatisation to various facets of one's surroundings, and comprise numbers between zero and three. As far as the rules are concerned, once a familiarity is gained, it is never lost. In practice, people often need a little time to re-acclimatize,, and gamemasters may wish to arbitrate accordingly.

11.1 Environment Familiarity

A character's **environment** (**E**) familiarity tends to affect tasks involving perception, or a perception-related skill. Consequently, a character will have trouble being stealthy, noticing things, and operating vehicles in unfamiliar terrain. (Sounds pretty reasonable, huh?)

11.1.1 Environment Value Table

Terrain	Description	Value
Interior	Interiors of buildings, ships, etc.	1-5
Urban	Closed, inner city terrain (alleys, etc.)	2+
Suburban	Open, suburban terrain (hedges, etc.)	1-2
Caves	Interior of natural caves	3-8
Crags	Cliffs, crags, canyons, etc.	6-10
Desert	Barren, sandy or rocky places	1-3
Plain	Flat or rolling countryside	1-4
Brush	Vegetated or wooded but largely open	3-5
Forest	Densely vegetated, closed terrain	5-9
Marsh	Swamps, marshes, and mudflats	3-8
Snow & Ice	Ski fields, glaciers, etc.	3-8
Water	Surface / submerged	1 / 2

Note: humans swim in water and walk / run on land. Swimming is inherently slower.

Clearly, not every possible terrain type is represented here, but any reasonably common terrain type can be allocated to one of the types given, or as being a cross between two terrain types (use the average familiarity rounded down), while the rest can be treated as "de-

fault" terrain. Eg. The interior of a spacecraft can be though of as "interior". Underwater caves can be treated as the average of water and caves.

Designer's Note: most games don't deal with the subject of different environments and so forth at all. Those which do tend to have different versions of various skills for each class of environment (eg. "Survival in Caves", "Driving in Mountains", "Shooting while weightless"). This is both unrealistic (since once you've learnt to drive in cities, it doesn't take long to get used to driving in mountains, assuming you know something about mountains) and cumbersome (you get huge lists of skills). The idea of familiarities was pioneered in SPI's UNIVERSE. Credit where credit is due.

11.2 Gravity

A character's **gravity** (**G**) familiarity tends to affect tasks involving agility and to a lesser extent dexterity. Thus it's more difficult to dance, climb, perform acrobatics, fight hand-to-hand, and pilot an aircraft in a gravity to which one is unaccustomed. Definitely plausible, right?

The gravity familiarity brackets are straightforward, and are marked out on the character sheet (in Earth "gees").

11.2.1 Gravity Ranges Table

Zero Gravity	Near Weightless	Light	Normal	Heavy	Extreme
ZG	NW	LT	NL	HY	EX
<0.01g	0.01 – 0.1g	0.1 – 0.5g	0.5 – 1.0g	1.0 – 1.5g	> 1.5g
DEFAULT = 2					

So, what happens when the terrain (or perhaps even temperature or gravity) is so peculiar as not to fall within any of the standard types? Well, if it's a one-off case (ie. a situation unlikely to recur with sufficient frequency for anyone to grow accustomed to) then call the terrain (or whatever) "default", and give everyone an assumed familiarity of two (2) with it, applying other modifiers as appropriate.

Designer's Aside: This rule tends to come into a lot of use when characters are performing search and perception (PC) rolls. What sort of terrain is an attaché case?

If the situation is likely to recur and really can't be squashed into an existing category (be sure!), then make up a new category and allow people to acquire a familiarity score with it.

Eg. spin-induced "artificial gravity" is pretty weird, and may occur with some frequency (if there are spinning space stations about). Dealing with this sort of "gravity" is very strange, and will probably require some getting used to. You might like to let characters acquire a separate SG ("spin gravity") familiarity (which can be learnt like other gravity familiarities). A character's familiarity with a given intensity of spin gravity is determined by the lower of his /

her appropriate standard gravity familiarity and his / her spin gravity familiarity (rather than having a complete parallel set of spin-gravity familiarities).

11.3 Falling

Designer's Notes: It's strange, but characters tend to do quite a bit of falling in role-playing games. Falling is the great equaliser. Once you're falling, there's not a lot you can do… Or is there? Well, you can try to land on your feet, and then tumble. If you're going to land in water, you can dive rather than bomb.

Rule of Thumb: falling onto a hard surface does one damage class per metre fallen, with a maximum damage class of DC 30.

Naturally, multiply the height (in metres) by the local gravity where this is not Earth normal. Eg. in half a gravity, falling seven metres would do damage class four (half of seven rounded off); in 1.3 gravities, falling ten metres would cause damage class thirteen.

Breaking One's Fall: a character can reduce the damage from a fall (assuming he / she is conscious) with acrobatics (reduce DC by 10 – QR of roll), jumping (reduce DC by 7 – QR), or swimming (reduce DC by 10 – QR if landing in water). If a character jumps rather than is thrown, a +1 or +2 modifier to the rolls should accrue; conversely, a character taken wholly by surprise might incur a negative modifier.

Softer Landings: a suitable soft surface can reduce the damage from a fall. Examples: 20DCs for a properly prepared airbag; 10DCs for a huge pile of cardboard boxes; 8DCs for deep water; 6DCs for a large pile of hay; 3DCs for a mattress.

The Bigger They Are: in general, small critters take less damage from falling than do large. **Another rule of thumb**: damage taken from falls is proportional to size. So, something half as tall as a person takes half the damage falling a given distance.

11.4 Underwater

Designer's Notes: the following comprise notes rather than a full set of rules for operating underwater. More detail may follow if it seems warranted.

Gravity: in water, humans are essentially weightless, and so in some cases the near weightless (NW) gravity familiarity may be more appropriate than the normal (NL) gravity familiarity.

Combat Action: tends to be slowed down. You can probably deal with this by slowing everyone down (reducing their speed by one, and reducing their movement rates by half unless they're wearing fins), and then assuming that the time frame is extended.

Holding Your Breath: a character is assumed to be able to hold his / her breath without great effort for ten times endurance (EN) seconds; after that, one fatigue roll must be made every ten seconds (at increasingly negative modifiers: +0, –1, –2, and so forth). A QR7

means the character passes out; a QR10 means that the character passes out and takes a wound level from inhaling water.

Revival: characters may be deemed to know CPR as part of their background, and will certainly receive it with modern BMED. A character knows CPR should be able to revive a character who hasn't stopped breathing for too long with persistence.

Death: it takes three minutes of oxygen deprivation for a person's brain to start dying – longer if their body core temperature is reduced. (Certain recent films, notably The Abyss and Flatliners, have made considerable capital of these facts.)

Once CPR or other life support commences, a person is no longer oxygen deprived. It takes substantially less time to actually lose consciousness (see above). Until then, if the person is revived he/she will be more or less alright (suffer no additional wounds from the experience). Likewise, until then, a person can almost certainly be revived with competence, persistence, and the right equipment.

The Vagus Reflex: we (humans) have a wonderful reflex that stops us from breathing (ie. can kill us stone dead) given the right stimulus – such as a short sharp shock that crushes your larynx. The "Vulcan Nerve Pinch" attacks the vagus nerve and the carotid artery, knocking out or killing the victim if rendered with sufficient force. This is one of several mechanisms that can kill a basically healthy person, short of doing the actual damage. It is not dealt with in these rules.

11.5 Weightlessness & Vacuum

Gravity: use the near weightless (NW) familiarity in conditions of weightlessness. Note that in an accelerating ship, the effective gravity is equal to the acceleration. (This is sometimes referred to as "artificial gravity" and should not be confused by gravity produced by some more mystical process.)

In zero gravity, things tend to move in the direction in which they were going, forever unless slowed down by air resistance. A person trapped in such a situation can't do anything about it without some reactive mass (eg. something to fling away). If you haven't already, learn some basic physics.

Breathing Vacuum: it takes some time (about ninety seconds) for people to die from suddenly being exposed to hard vacuum unless they are caught by surprise with their mouth shut and their chest full of air.After about thirty seconds a person will start taking damage (internal hæmorraghing, etc.), at about one wound level every ten seconds.

12.0 TRAVEL

Vehicles are defined in considerable detail. In general, the cruise and maximum speeds of a vehicle have pretty obvious effects.

A character can "cruise" in a vehicle if he / she is competent in the relevant skill (eg. aircraft if in a glider), while achieving or approaching maximum speed – especially in challenging circumstances – avoiding accidents, and negotiating difficult conditions usually requires relatively harder rolls.

12.1 Abbreviations

TL – this (wait for it, big surprise…) is the technological level at which the vehicle first finds reasonably common usage.

PUR – this is the vehicle's pursuit performance modifier, which is used when performing manœuvers with the vehicle where its capacity to accelerate (especially above its cruising speed) and handle at high speed is important.

MAN – this is the vehicle's manœuver performance modifier, which is used when performing manœuvers involving rapid changes of direction, and generally when negotiating difficult courses. It also applies when an aircraft is climbing.

RED – this is the vehicle's unassisted speed limit, expressed as the lowest negative modifier you can incur for outright speed in the vehicle (the hazard modifier aside). Subject to gamemaster's discretion, an aircraft can exceed this in a powered dive, a wagon might be able to when going downhill, and so forth. (The word "unassisted" may seem a bit doubtful in the case of, for example, sailing craft.)

CRUISE – this is the vehicle's cruising speed in kilometres per hour. (In case you haven't realised it, ForeSight is a metric – indeed, generally MKS – system. Optionally, this is your ability to act like a complete jerk and still be wildly attractive to the opposite sex.)

MAX – this is the vehicle's maximum unassisted speed in kilometres per hour.

CLG – this is the vehicle's service ceiling (or, in the case of submarines, maximum operating depth). When you attempt to exceed the service ceiling of a plane, you can lose power, fall into a spin, and so on. When you run too deep in a sub, it can get turned into a sardine can, although it will probably start leaking and so on first.

DT – this is the vehicle's damage total, which is the amount of damage the vehicle can sustain to its motive systems (engine or whatever) before completely ceasing to function. In general, a vehicle is considered to have several vague "hit locations", including motive systems (including transmission, if applicable); fuel tank; wheels / wings / hull; passenger compartment(s); cargo compartment(s).

Clearly, vehicles are much to variable to have a single blanket rule of this type covering them. In general a D10 or D100 roll for location can be used, with low being on the left and high on the right

of the attacker, and the gamemaster can wing it from there. (Better yet, the characters can take specific shots and save everyone a lot of trouble.)

SIZ – this is the vehicles size modifier (for purposes of missile combat; melee combat with vehicles can be assumed to be relatively rarer, and modifiers in such cases can either be determined by the gamemaster on the spot). This can be important when trying to force other vehicles (or hide the sucker).

TYPE – this is the vehicle's general type (see the notes which follow) which determines the vehicle's capacity to traverse different types of terrain, and – I hope – makes it easier to introduce new vehicles into the game.

CARGO – this is the vehicle's cargo capacity in kilograms (or, if so indicated, in metric tonnes).

PAS – the is the vehicle's passenger capacity (in terms of human adults) above and beyond a single operator. (So, a light plane's passenger capacity includes the copilot, but not the pilot. This is why some of the numbers may look odd.)

12.2 Vehicle Types

Terrain Effects (optional): a vehicle's type determines its ability to handle various types of terrain. A vehicle cannot operate in terrain whose value exceeds its terrain limit, nor in terrain of a category for which it has no terrain value modifier.

The rule works as follows: you take the terrain value (see the appropriate table), and add the vehicle's terrain value modifier (taken from the Vehicle Type Characteristic Table). If this is zero or less, the vehicle operates normally in the stated terrain; otherwise, the vehicle's speed is divided by the result, and a like amount subtracted from its pursuit and performance modifiers.

Example: a 6WD has a –1 terrain value modifier, the terrain value of uneven medium vegetation is three, which is just within the vehicle's terrain limit. Reducing three by one we get two, which means the vehicle's speed is halved in uneven medium vegetation, and its performance modifiers reduced by two.

12.3 Long Distance Travel

Long distance travel falls – essentially – into two sorts: travel where time taken is of no great concern, which can be considered safe, and travel at speed.

In the former case – leisurely travel – a single roll can suffice to determine whether the journey is completed, with a QR7 indicating a delay (eg. minor accident, or breakdown), and a QR10 indicating that the journey has been aborted (eg. accident, breakdown, and so on). A very good result would indicate a surprisingly quick and easy journey. Typically, such journeys will proceed at about cruising speed on a QR3.

In the latter case – hasty travel – the player whose character is driving (or whatever) should indicate the speed desired, somewhere between cruising and maximum (in the terrain being traversed), and the gamemaster should rule as to how difficult it will be to maintain this speed. In particularly difficult circumstances, the gamemaster may wish to split up the journey into legs, and treat each separately. A QR7 indicates a minor accident or other mishap, while a QR10 indicates a major one. A leg will be completed at the stipulated speed on a QR3.

In either case, the gamemaster may rule that a navigation roll is necessary to determine the efficiency of the route taken. (A failed navigation roll would result in unnecessary side-trips or getting completely lost.)

12.4 Hot Pursuit

Designer's Notes: here follow pursuit rules considerably generalised and "vagued out" as compared with the original "James Bond SE" version. (Oops, a Mac joke.) In keeping with the spirit of this edition of ForeSight, the rules which follow outline an approach to using the resolution system in a particular situation (hot pursuit) rather than a set of wargame rules. If you want wargame rules, dig out the old edition. (Sigh.)

Pursuits (or chases) should be handled one leg at a time, with the gamemaster keeping track of how far, in rough terms, the vehicles (or whatever) are apart after each leg. Each leg lies between two points, each being a landmark, or a place where a decision must be made (eg. intersections), or – if applicable – an exchange of fire or dramatic juncture. In the case of pursuits on the high seas or between aircraft in clear skies, exchanges of fire and dramatic junctures are probably the only "points" available.

A leg should be resolved as follows: (i) the GM describes the leg to the players; (ii) each "driver" makes an Initiative roll, and those with the best QRs (ties are resolved in favour of the drivers with higher PCSs) can wait until they hear what the others will do before deciding; (iii) drivers choose their manœuvers (in order of worst to best initiative roll) and (iv) the results are assessed, and the relative positions of the vehicles are determined; (v) any non-driving action (eg. exchanges of shots, action aboard vehicles, and so on) is either resolved now or when appropriate; (vi) repeat as necessary.

In describing each leg, the GM should pay particular attention to the opportunities afforded by terrain (eg. turn-offs, overpasses, clouds (for aircraft to duck into) and the obstacles and hazards to be overcome. The GM should also describe the "state of play" (who's leading, and by how much). Ranges should be thought of as being one of the following: (i) beside, above, or below; (ii) close behind; (iii) behind; (iv) far behind; (v) just out of sight; (vi) out of sight; (vii) gone (chase probably over).

Initiative rolls represent a person's trying to anticipate and react to other people's intentions. You might like to see the rules pertaining to initiative rolls in combat for further information. In general, the same sorts of modifiers which would affect perception-related

tasks (lighting, being wounded, and so on) should affect initiative tasks. (Initiative is, after all, perception-related.)

The strategies used in a given leg can vary infinitely, but the most common will probably be (i) go as fast as you can; (ii) duck into a turn-off, cloud, shoal, or whatever; (iii) press home a secondary advantage, especially if pursued; (iv) attempt to batter the other vehicle.

In the first two cases – going as fast as possible and making a quick turn – the question becomes (a) how fast do you really mean? and (b) are there turns, obstacles, or other difficulties which will be more important than mere speed in determining the success or failure of the attempt. In the case of a quick turn, there is also the possibility of losing pursuit outright, or at least greatly extending one's lead, if the pursuer doesn't see you do it. Resolving such things is strictly up to the gamemaster, but relevant skills include initiative, stealth, search, and navigation; perception (PC) rolls might be in order; and knowledge of surveillance techniques may be important.

Note: you can think of the negative of the terrain value as being a reasonable starting point for the hazard modifier. (For urban and suburban both values can be appropriate, depending on whether or not you're using the main roads.) Since different vehicle types modify terrain values, this can make some terrain types relatively advantageous to certain types of vehicle.

The answer to (b) is provided by the gamemaster who rates each leg as being easy, difficult, or whatever, giving it a consequent hazard modifier. The answer to (a) is then provided by bidding, where each side states the speed they will attempt (represented by an ease factor modifier no lower than their REDline). You can bid as long as you like (subject to gamemaster frustration), so long as you always lower your own bid. If you bid lower than someone else and you then make your driving or whatever roll (modified both by the bid and the hazard modifier) then you go further than they do (forget about QRs). If you bid the same, then the better QR goes (slightly) further. General rule: a better QR may advance you one range increment (eg. behind to close behind); a better bid will advance you at most number of range increments equal to the difference between the bids.

What do I mean by a secondary advantage? I mean a capacity other than simple speed, acceleration, and manœuverability which might be of benefit to the vehicle. This can be literally anything, from superior service ceiling (or maximum depth) to amphibious capacity, to the ability to open and pass through doors (possessed by people, but not cars), or the ability to pass harmlessly through a bonfire (such as a modern tank, a magician, or a firefighter in an fireproof insulated suit might have).

It is up to the gamemaster to determine whether this advantage is simply relative (eg. superior climbing ability) or absolute (Jack knows the security code to get in through the blast door and Jill doesn't). A relative advantage can be handled as above, but with a simple modifier advantaging one side, or however the gamemaster deems fit.

Finally, force manœuvers should advantage large, ruggedly built vehicles, and the gamemaster should bear this in mind. Since each vehicle has a size value, the difference can be used as an ease factor modifier (although the PURsuit modifier should likewise be important). Once a force "succeeds" the other driver should have a chance to recover control (at EF=QR of force? It's up to you…).

(I for one have never understood why – faced with a nasty person trying to force you off the road – a reasonable person doesn't simply slam on his / her brakes and get out of his / her car. It'll be very hard to make "it" look like an accident then. While most people don't think very clearly under stress, I've never seen it done in a film. It's like those Warner Bros. cartoons where the character is running down a path with a boulder close behind and never thinks to sidestep…)

12.5 Losing & Regaining Control

Failing a roll in a pursuit results in a loss of control, rather than an immediate accident. Having lost control, it is up to the gamemaster to decide how difficult it will be to regain control. The driver / pilot must make a driving / piloting / whatever roll at the modifier bid (with some, none, or all of the hazard modifier thrown in, as appropriate) to regain control.

(Only apply the hazard modifier to the roll to regain control if the hazard it represented persists after causing the loss of control; eg. if a character loses control while avoiding a woman pushing a pram across the street, who represented a major hazard modifier, regaining control would probably not entail that same modifier.)

Failure to regain control may simply result in continued lack of control (eg. an aircraft plummeting out of control) or a crash (the same aircraft having plummeted too far).

12.6 Accidents

Having lost and failed to regain control of one's vehicle in a pursuit, an accident may be deemed to occur. Judging from the events of play, the gamemaster must decide how fast the vehicle was going when it crashed, and consequently how much damage it takes and how much damage its passengers take. This should all be encapsulated in a damage class (as would affect humans) and applied at a randomly chosen QR to passengers and cargo.

QR10 accidents should be worse than QR7 accidents. A very hazy rule of thumb for accidents is apply damage class equals QR minus twice bidded speed modifier. (So a high speed will increase damage class.)

Note that small objects should suffer proportionately less damage and large objects proportionately more. Otherwise a minor accident will instantly kill all insects and destroy all tissues in a vehicle.

12.7 Terrain Values

12.7.1 Terrain Value Table

Terrain	Description	Value
Interior	Interiors of buildings, ships, etc.	1-5
Urban	Closed, inner city terrain (alleys, etc.)	2+
Suburban	Open, suburban terrain (hedges, etc.)	1-2
Crags	Cliffs, crags, canyons, etc.	6-10
Caves	Interior of natural caves	3-8
Desert	Barren, sandy or rocky places	1-3
Plain	Flat or rolling countryside	1-4
Brush	Vegetated or wooded but largely open	3-5
Forest	Densely vegetated, closed terrain	5-9
Marsh	Swamps, marshes, and mudflats	3-8
Snow & Ice	Ski fields, glaciers, etc.	3-8
Water	Surface / submerged	1 / 2

Note: humans swim in water and walk / run on land. Swimming is inherently slower.

12.8 Vehicle Types

12.8.1 Vehicle Type Table

TYPE	LAND	MARSH	WA-TER	ICE	LIM-IT
Wheel(ed)	+1	–	–	+1	3
4WD	0	+3	–	0	3
6WD	–1	+2	–	0	4
2-wheel(ed)	0	–	–	+3	4
Dirt-bike	–1	–	–	0	5
Tracked	–1	+2	(+3)	0	5
Biped	0	5/8	0	0	8
Quadruped	0	+4	(+4)	0	6
Crawler	–2	+3	(+3)	0	5
Hovercraft	0	–1	(0)	0	2
Boat	–	0	(0)	–	2
Ship	–	–	(0)	–	1
Submarine	–	–	–1	–	2
Airboat	–	–1	(0)	–	2
Hydrofoil	–	–	(0)	–	1
Monoplane*	0	–	(+1)	0	2
STOL*	–1	+1	(-1)	–1	3
VTOL*	–2	0	(-1)	–2	4
Spacecraft	–	–	–	–	–

Note: the value obtained is the terrain value modifier. An asterisk indicates that the vehicle type is an aircraft, and the modified terrain value only applies for landings and takeoffs.

13.0 EQUIPMENT

Designer's Note: the rules which follow should be seen as applying to all forms of equipment, including those sorts covered in other sections (eg. vehicles and weapons).

Since human beings are tool-users, and since a tool can also be a way for human beings to encapsulate skills, faculties, and so forth, into devices, a character's capabilities are frequently determined to a considerable extent by his / her equipment.

How equipment works falls into three categories: there is equipment which helps you do something you can already do, but better or more effectively; there is equipment that lets you do something you basically wouldn't be able to do it, but which requires the use of operating skills (or perhaps knowledge); and there is equipment which does things for you, with essentially no skill required on your part. The first and last cases are most easily dealt with; it is the middle case which is interesting.

13.1 Aids

A piece of equipment serves as an aid if it simply amplifies an ability a character normally has. The lever is an obvious example; it makes you better at lifting and shifting things, even though you already can do both things without one.

Such a piece of equipment has a positive performance modifier which applies to the ease factors of relevant tasks, and may have other effects as described or deemed by the gamemaster. Eg. a lever or block and tackle enables you to increase your lifting ability in a way which cannot be simulated simply with ease factors.

13.2 Tools

A piece of equipment serves as a tool if it allows you to perform tasks with a skill which are impossible without tools of some sort. A spanner is an obvious example. Normally, a person cannot undo a tightened bolt without one.

Such a piece of equipment has a performance modifier (which may be positive, negative, or zero) reflecting how good a tool it is. It should also be described in terms of the range of uses to which it can be put, as well as its reliability and other limitations.

13.3 Utilities

A piece of equipment which does something for you more-or-less automatically should be described in terms of what it does, how reliable it is, and what its various limitations are. Such items are referred to as utilities.

13.4 Performance Modifiers

Generally speaking, the utility of a tool or aid (how good it is for what it is used for) is represented by a performance modifier (PM), which is a ease factor modifier which applies when the equipment is used to perform a task. If several pieces of equipment are used to perform a task, the gamemaster may allow the average, highest, lowest, or most important of the performance modifiers to prevail.

(In no case would the sum prevail; performing a task with two +1 spanners and a +2 screwdriver will not give you +4!)

A damaged piece of equipment (assuming it is still functional) operates at a reduced performance modifier (rule of thumb: subtract damage status).

13.5 Integrity

A piece of equipment's integrity determines how well it can withstand damage short of destruction, and isgiven by the maximum damage status under which the item will continue to function.

Often, the integrity of items of equipment will not be listed, and the gamemaster will have to make spot rulings. The important thing here is the concept. Some pieces of equipment take quite a lot of damage to destroy (ie. damage beyond repair or salvage), but cease working straight away. Eg. a typical 1970's computer.

Examples: almost any damage to a personal computer will render it inoperable but not irreparable; some military computers are designed to automatically isolate damaged components and route operations through working circuits.

Some large or complex pieces of equipment, notably vehicles, should be treated as having multiple components, each with its own damage total (and integrity).

13.6 Ruggedness

How difficult it is to destroy a piece of equipment is a function of how difficult the object is to damage and the amount of damage it can take (its damage total, or DT) before being destroyed. Some pieces of equipment are intrinsically difficult to damage. The easiest way to represent this is to give them "intrinsic armour".

13.7 Modifying Equipment

Every type of equipment can be modified, which is a quick and dirty (not to mention useful and popular) way to let players customise their stuff, and gamemasters represent relatively unique items, without bogging people down with complex construction rules (which tend to be very buggy and turn into complex wargames in their own rights, rather than functioning as useful adjuncts to a role-playing game).

Weapons, for example, have a list of modifications which can be applied, subject to various restrictions, to template weapons. A modification is represented as a row of entries in the same or similar format to the items modified. Each entry tends to be an additive modifier (eg. +2 or –1), or a decimal value (eg. 1.2 or 0.9) which is in fact a multiplicative modifier. To apply the modification you simply add all the additive modifiers to the appropriate values of the thing modified, and the multiply all the appropriate values of the thing modified by the corresponding multiplicative modifiers. That's all there is to it. (Some modifications are special cases, such as the modifiers for weapons which make them automatic.)

Gamemasters may wish to add new modifications to those provided. This is okay, but don't do it unless you feel you must, and remember that every good modification should involve tradeoffs, if only against cost.

14.0 COMBAT

One of the things which players prefer to have resolved in a reasonably consistent fashion is combat. Combat is – to be casual – a process whereby characters wander about, often taking advantage of available cover, and bash or shoot-at each other.

Combat alternates between two states: Narrative Action and Detailed Action. During the former, characters skulk about, trying to gain some sort of advantage, negotiate, operate washing machines, and so forth; during the latter, actions are resolved on a reasonably formal basis at three second intervals.

Narrative Action is essentially normal role-play in tense situations. The major difference is that the gamemaster should be paying closer attention to where (and when) everyone is. The players may not – should not – know for sure that they are in "narrative action". It is the interface between combat and normal play, in which exciting or tactically important actions are taken but for which the combat rules are not required.

Most "combat" is actually people wandering about doing non-violent things (like readying weapons, hiding, regaining their breath, calling for backup and so forth).

Since this is a role-playing game and not a wargame you should try to resolve as much of this sort of action without switching to detailed action. In short, the detailed action rules should only interrupt narrative action when someone wants to do something specifically violent.

Detailed Action is the combat system proper. Detailed action enforces stringent constraints on what, when, and how much characters can do. Detailed action is resolved in **turns**, each representing the passage of about three seconds. Detailed action ends when all potential combatants have ceased hostilities.

14.1 Switching to Detailed Action

Play should switch to detailed action when: (i) a player responds with a statement of intent that involves attacking someone; (ii) the gamemaster decides that a non-player character will undertake a violent action.

At this point, the gamemaster must determine whether each potential combatant's **initiative** modifier.

The initiative modifier should be determined by the character's tactical position. Two factors should dominate the GM's decision here: position and awareness.

Position should contribute a value of from +4 to –4, where +4 represents a position offering both cover and concealment, and –4 represents an exposed position lacking any cover.

Designer's Notes: a character who is concealed and behind cover can afford to take time out to think; his / her activities are largely invisible to the enemy.

Awareness should contribute a value of from +4 to –4 where +4 represents the character being aware of all of the enemy while being unknown to them and –4 being the reverse. Awareness is most commonly used to represent surprise.

Note: If you want hard, abstract rules for awareness, it is equal to +5 – (the average of one's PC (perception) and stealth rolls).

The GM may simply allocate awareness values or apply modifiers to the PC and stealth rolls, as he / she feels is appropriate. +0 is a reasonable advantage to allocate combatants who are completely aware of each other (eg. characters involved in a noisy ongoing combat, or cowboys preparing to shoot each other dead).

Other modifiers may also affect initiative rolls. In particular, there may be modifiers for poor visibility (eg. from bad light or restrictive headgear, such as armoured helmets).

14.2 Returning to Narrative Action

The GM should return to narrative action when all potential combatants are unwilling or unable to continue violent actions. The most obvious case is when one side has been defeated or routed.

14.3 Detailed Action

Detailed action is resolved one turn at a time. Each turn represents the passage of three seconds of action plus an indeterminate amount of inaction (panting, waiting, etc.). A detailed action sequence represents a violent exchange of fire and / or blows.

At the beginning of each turn, each character makes a initiative roll (perhaps with a modifier determined by the GM). Characters may then attempt to perform any actions they wish. When no character is willing and able to act, a new turn starts (or play may return to narrative action).

In general, a character can perform either: (i) simple actions whose cost does not exceed his / her effective speed or three if this is higher; (ii) one turn's "worth" of complex actions (an action taking three or more seconds).

Order of Action: any character may opt to act at any time after initiative is rolled. Where two characters opt to act at once the character who is taking a pre-emptive action goes first. If both or neither are attempting pre-emptive actions, then the character with the better initiative QR (higher speed, agility, then die roll in case of ties) goes first. If no character opts to act, then it's time for a new turn.

Pre-emptive Actions: pre-emptive actions are simple actions that can interrupt or precede normal actions.

QR7 Initiative Rolls: the character has panicked, and must either (depending on what his / her player thinks is most in character at the time) act solely in an offensive or defensive manner, and may not hold back actions of any kind (see below for a description of held back actions). In other words, go berserk, or run and hide.

QR10 Initiative Rolls: the character has frozen. Remember, this only lasts for three seconds, but those three seconds may be a character's last.

Note that **being wounded** affects both the ease factors of initiative rolls and speed, but not agility.

Positional advantage reflects how well the GM thinks your character is placed relative to his / her enemies. It should, in general, range from +4 (you're behind them with a height advantage) through +0 (you're both facing each other) to –4 (they're behind you with a height advantage).

There will be cases where the GM has to use his / her combat sense. Almost anything can happen and usually does when player characters get into fights…

Eg. two characters, Algernon and Bertie, are fighting Cecily (the cads!). Algernon and Cecily can see each other, but Bertie is behind Cecily. So the GM decides to give Algernon and Cecily +0 position, and Bertie a +4 (since his modifier relative to Algernon is irrelevant and this gives him the appropriate advantage relative to Cecily).

Awareness and positional advantage both act as modifiers to a character's initiative rolls. In short, being in a better position than one's enemies and more aware of what's going on around you can far outweigh one's initiative skill as a factor in determining who goes first.

Preemption. A character is never forced to go first. He / she can delay his / her activity until any time after he / she may first have acted. So, he / she may interrupt another character's actions subsequently if he / she wishes.

Held Back Actions (a.k.a. Opportunity Actions). Once a character chooses to act, he / she may elect to hold back some actions for use later in the "turn". Held back actions are generally more "expensive" than actions performed straight away.

If two characters are eligible to act and want to act at the same time, the character who could have acted first acts first. This applies to held back actions. It should be noted that characters do not know what each other's initiative result was. This can (and should) create fear and uncertainty.

Eg. Juanita is threatening to kill her hostage if Nelson moves. An impasse results. Nelson can't tell whether Juanita's initiative, at any given stage, is good enough to allow her to preempt him. (Juanita can be assumed to have held back actions.) Nelson can always chance it: "Hey, a QR1 – maybe she won't even twitch!"

How much? The most important factor determining how much a character can do is his / her EFFECTIVE Speed. A character may perform a number of actions equal to his / her speed (or two actions if this is more) before other characters get to act (ie. perform their actions).

A character's effective speed (ie. speed for purposes of combat) is his / her Speed plus modifiers "to all activity" (for wounds, etc.) plus armour speed modifiers; rounded off. Note that these modifiers are always zero or negative. (Each skill level in EVA cancels out 0.10 points of armour speed modifiers.)

What's an "action"? A single action is symbolised by a bullet ("•") in the following list:

14.3.1 Simple Action Table

Cost	Simple Action
•	firing up to ROF shots from a weapon (with unbracketed ROF) at one target. If the weapon has an unbracketed ROF greater than one, then any shot(s) after the first raise the DC of the first by one for each which hits (ie. they are not dealt with separately, and their QRs are irrelevant; the QR and location of the first shot are used)
•	tossing something, fairly casually, at a target
•	aiming a handgun, or aiming an already-shouldered longarm at a target
• •	aiming an unshouldered longarm (eg. after dashing, evading, leaping, or falling prone) at a target
• •	firing a burst of [ROF] shots at one target or an area is two actions
n	drawing or reloading a weapon with a draw or reload rating of n counts as n actions
•	stepping or sidestepping about one metre
•	turning 60° or 120°
•	taking a swing with a melee weapon; a character may only take two swings (powerful or otherwise) with a given weapon in a single three second interval (ie. between initiative rolls)
• •	taking a particularly powerful swing with a melee weapon counts as two actions (such a blow incurs a –2 modifier to the HTH combat attack roll, but raises its DC by two); a character may only take two swings (powerful or otherwise) with a given weapon in a single three second interval (ie. between initiative rolls)
•	blocking or parrying a blow (which is being performed by a character interrupting one's actions, and may be resolved immediately); a character may only perform one block or parry with a given weapon in a single three second interval (ie. between initiative rolls)
•	dodging a blow (which is being performed by a character interrupting one's actions, and may be resolved immediately); a character may perform at most two dodges during a single three second interval (ie. between initiative rolls)
•	hold back a dodge or parry (which may be performed any time afterwards, until the next initiative roll); this is an opportunity dodge or parry, and these are used more often than normal dodges and parries
•	falling prone, or to kneeling or squatting (from a more erect stance)
• •	rise from squatting stance (only) to standing
• •	hold back some action (other than block, dodge, or parry, which may be performed any time during the remainder of the current three second interval, ie. until the next initiative roll) which normally constitutes one action counts as two actions; this is called an opportunity action; an opportunity action can only be performed in response to some stimulus the character has actually noted, perhaps as the result of a search or perception (PC) roll
n+1	as above, but hold back an action which normally constitutes n actions
• •	perform a desperate action which normally constitutes one action (eg. a parry) out of turn (ie. earlier than normal and in exception to the normal sequence of action), at a modifier of –1 or worse (–2 is recommended) for haste (GM's discretion)
n+1	as above, but desperately perform an action which normally constitutes n actions
•	moving forwards about 3m, at some cost to balance (–2 to anything done immediately afterwards)

14.3.1 Simple Action Table

Cost	Simple Action
•	turning 180°, at some cost to balance (–2 to anything done immediately afterwards)
•	recovering one's stance and balance (+1 modifier to a shot fired, or blow struck, immediately afterwards, or cancels recoil – your choice)
•	dropping something carelessly on the ground

Some activities require a character's sustained attention, and replace all of his / her actions. These require about three seconds, or a multiple of three seconds, of frantic activity. A single three second period is symbolised by a capital delta ("Δ") in the following list:

14.3.2 Complex Action Table

Cost	Complex Action
Δ	taking very careful aim ("a bead") on a target
Δ	evading enemy fire (by ducking, weaving, rolling, etc.)
nΔ	drawing or reloading a weapon with a draw or reload rating of nΔ takes 3n seconds
Δ	attempting to recover from being stunned (by the pain of being struck)
Δ	attempting to clear a weapon jam (requires successful DX roll at –2).
Δ	picking something up off the ground
Δ	putting something down on the ground
Δ	rise to standing, kneeling, or squatting stance from current stance (whatever it may be, presumably lower)
Δ	running about twenty metres
Δ	dashing forward 5–10m and performing an attack (at –1 with a non-polearm; +1 to DC with a non-polearm, +2 to DC with a polearm) and one dodge or parry at –1.
Δ	stepping and throwing an item with full force

Players should remember that what their characters can actually do, and how much time it takes, is always up to the GM.

14.4 Using Firearms

Hitting a target requires a handguns or longarms roll. The firearms performance modifier is always applied as an ease factor modifier for the roll.

If the target has not previously been aimed at then an unaimed modifier applies to the shot. If the firer has taken a bead, recovered balance, braced his / her weapon, various positive modifiers may accrue. There are also modifiers for range, target size, cover, lighting, and so forth.

i) Add up the various modifiers which apply to the roll. The total is the ease factor modifier for the roll. The standard modifiers are:

14.4.1 Standard Fire Combat Modifiers Table

Modifier	Situation
+PM	use the weapon's performance modifier
+1	weapon braced and / or firer prone
+1	firer has just recovered balance
+3	firer has bead on target
–2	firer is unbalanced
–n	weapon with n recoil "•"s and was just fired
–2	shot unaimed, unless immediately previous shot hit target
–1	for every full Range bracket target is away
–1 to –4	light is poor to dark
–n	area fire at targets within circle at least n (≥ 3) metres in diameter (area fire incurs the worst size modifier of any intended target)

14.4.2 Target Size Fire Combat Modifiers Table

Modifier	Size of Target
+1 to +6	target is cow-sized to enormous
–1 to –6	if the target is child-sized to tiny
–2 or –4	target has 1 / 3 cover or 2 / 3 cover
–1 or –3	target is kneeling / squatting or target prone

14.4.3 Target Motion Fire Combat Modifiers Table

Modifier	Target Motion
+2	target completely unmoving
+1	target unaware or stunned
–1 to –6	the target is moving

14.4.4 Poor Technique Fire Combat Modifiers Table

Modifier	Poor Technique
–2	firing one-handed with off hand
–2	firing longarm with one hand

14.4.5 Specific Shot Fire Combat Modifiers

Modifier	Specific Shot
–2	aiming low (legs)
–4	aiming at the head
–1	aiming at torso (chest or abdomen)
–3	aiming at one arm (left or right)

14.4.5 Specific Shot Fire Combat Modifiers

Modifier	Specific Shot
–5	aiming at handgun, or rifle from front
–3	aiming at rifle from side

ii) Make a handguns or longarms roll, as appropriate. If successful, the target has been hit; otherwise the target has been missed (if the roll was a QR10 then an unintended target may have been hit – GM's discretion). If the die roll falls in the weapon's jam range, then the weapon has been jammed.

If area fire is being attempted, then one in QR shots (rounded up) hits one of the targets within the area fired at. Each shot is treated separately. Missed shots may hit unintended targets within or beyond the area.

iii) Damage is applied as appropriate: roll a random location and apply the damage (through any protecting armour) at the QR achieved (damage from area fire or accidental shots is determined by a D10 roll rather than the QR of the shot). Most firearms lose one damage class for every two full range brackets; those with an asterisked range rating (eg. shotguns) lose one damage class every single range bracket; those with a daggered range rating (eg. lasers) only lose one damage class for every four range brackets.

A DC reduced below zero is harmless.

14.5 Thrown Weapons

Thrown weapons are treated much like firearms, except rather than having ammunition, they are expended when thrown, and they may either be tossed or thrown with full force. In the former case, the weapon's stated characteristics are used; in the latter, the weapon's DC is increased by one, and its range is increased by half.

The skill used to throw weapons is "Throwing".

14.6 Hand-to-Hand Combat

Hitting a target with a HTH attack requires a HTH combat roll and – furthermore – requires bypassing a target's defences (dodges, parries, and so forth).

i) A HTH attack (or shield attack) requires a HTH combat (or shield) roll, using the weapon's close PM if the target is less than a metre away; normal PM if the target is about one metre away; or reach PM if the target is 2 metres away. See the melee weapon tables.

Some modifiers may apply to HTH combat attack rolls:

14.6.1 Standard Hand-to-Hand Combat Attack Modifiers Table

Modifier	Situation
+PM	use weapon's appropriate performance modifier
+1	using weapon in specialist category
+1	attacker has just recovered balance
–2	attacker is unbalanced
–2	making particularly powerful swing
–2	attacker kneeling
–4	attacker squatting or prone
–1 to –4	light is poor to dark
+1	defender kneeling or prone
+2	attacker behind (or unseen by) defender

14.6.2 Target Size Melee Combat Modifiers Table

Modifier	Target Size
+1 to +3	defender is cow-sized to enormous
–1 to –3	if the defender is child-sized to tiny
–1 or –2	defender has 1/3 cover or 2/3 cover

14.6.3 Target Motion Melee Attack Modifiers Table

Modifier	Target Motion
+2	defender completely motionless
+1	defender unaware or stunned
–1 to –3	the defender is moving quickly

14.6.4 Poor Technique Melee Attack Modifiers Table

Modifier	Attacker Technique
–2	weapon wielded one-handed with off hand
–1	attacking with wounded limb (cumulative with modifiers for being injured)

14.6.5 Specific Attack Melee Attack Modifiers Table

Modifier	Specific Attack
–1	striking low (legs)
–3	striking at the head
+0	striking at torso (chest or abdomen)
–2	striking at one arm (left or right)

ii) The defender may attempt to parry an attack. Parrying constitutes an action and requires a HTH combat roll, using the weapon's parry PM and its close PM if the attacker is close or the normal PM if the attacker is one metre or further

away. The BEF of a parry is the QR of the attack (rather than the skill BEF).

If the parry is successful (QR5 of better), add 6–QR (of the dodge) is the QR of the attack. A QR6+ attack is considered to be a miss.

On a QR4 the defender may elect to alter the attack's location roll by one or two, or to reduce the DC of the attack by two. On a QR5 the defender may either modify the location roll by one or reduce the DC by one.

If the parry is failed (QR7 or worse), the attack is unaffected; if the parry is fumbled (QR10), then the defender must make a dexterity (DX) roll or drop his / her weapon.

Some modifiers may apply to HTH combat or shield parry rolls:

14.6.6 Hand-to-Hand Combat Parry Modifiers Table

Modifier	Circumstances of Parry
+PM	use weapon's appropriate performance modifier
+PM	use weapon's parry modifier
+1	using weapon in specialist category
+1	firer has just recovered balance
–(n / 2)	DC of attacking weapon exceeds that of parrying weapon by n (round modifier off, ie. up)
–2	character is unbalanced
–1	defender kneeling
–3	attacker squatting or prone
–2	weapon wielded one-handed with off hand
–2	defender has just attacked or parried with a different weapon
–1 to –4	light is poor to dark

iii) The defender may attempt to dodge the attack. Dodging constitutes an action and requires a HTH combat, AG (agility), or acrobatics roll. This is a standard skill roll subject to the usual modifications (major rules change). Dodging requires (and benefits from) no specialisation. Characters dodging with acrobatics receive a +1 ease factor modifier. If the defender elects to do so, he / she can jump back about one metre, thereby gaining a +1 modifier to the dodge.

If the dodge is successful (QR5 or better), add 6–QR (of the dodge) is the QR of the attack. A QR6+ attack is considered to be a miss.

If the dodge is failed (QR7 or worse), the attack is unaffected and the defender is unbalanced (–2 to next action); if the dodge is fumbled then the defender is unbalanced and must make an agility (AG) roll to avoid falling to kneeling (QR7) or prone (QR10).

Some modifiers may apply to dodge rolls:

14.6.7 Hand-to-Hand Combat Dodge Modifiers Table

Modifier	Circumstances of Dodge
+1	defender has just recovered balance
–2	character is unbalanced
–1	attack is coming from defender's side
–2	defender kneeling
–1	attacker squatting or prone
–0 to –2	light is poor to dark
+1	character is dodging with acrobatics skill
+1	character is jumping back 1m

iv) Should all attempts to parry and / or dodge the attack fail, then the attack inflicts damage determined normally (the weapon's DC may well depend on the UCDC of the attacker, and the damage inflicted may well have been reduced by partially effective parry and / or dodge).

A DC reduced below zero is harmless.

14.7 Final Notes on HTH Combat

HTH combat is replete with special cases, and only a tiny fraction have been dealt with here. Some important cases – eg. Shaolin-style martial arts – merit detailed consideration, which is beyond the scope of the core rules, but which will eventually receive detailed coverage. Other cases are important and yet so likely to vary, that a generalised rule would make no sense.

Examples include throws – a grab should be performed successfully prior to a throw; hit location – most weapons shouldn't strike randomly, fists should strike high (reroll leg hits) while kicks should strike low (roll D6 for location); and so on. Martial arts are definitely one area in which a knowledgeable gamemaster can make a great difference.

Note, on the other hand, that many role-players are rather too enamoured of oriental-style martial arts, and are prone to over-emphasis them, often to a ridiculous degree. (Take the more recent additions to AD&D, where martial artists vastly outclass any clod foolish enough to carry a weapon.)

In RuneQuest 2nd Edition it is said "there are no super weapons, only super men". The fact is, that there are super weapons, and many of them use cordite.

(Members of the play-test group have been known to refer to a certain occidental martial art as "GP1935-jutsu"; it's effective, and, compared to training in a monastery from the age of six, very easy to learn.)

Notes: a Breathing Mask uses bottled air; NBC gear uses advanced filters to remove noxious substances from the air; SCUBA mass

does not include weights, which are nullified underwater anyway, but does include fins, etc.; a thermal suit enables the wearer to alter the outer temperature bracket (for him / her-self) by one (eg. CD to NL), or two, but the latter quarters End; a vacuum suit not only includes a self contained atmosphere, it has the properties of a thermal suit as well.

14.8 Notes on Firearms

Recoil: some weapons' names are annotated with a number of "bullets" (eg. "Auto mat ic (≈M92) • •"). This represents their recoil. Some modifications can modify the number of bullets, and hence the recoil of the weapon modified. Laser and stun weapons: regardless of modification, never suffer from recoil.

Perfect firearms: a firearm (of a given type) may never have characteristics superior to those of the perfect firearm of its type. Eg. the Range of a handgun cannot be improved beyond 25m.

PM: the performance modifier of a firearm is an ease factor modifier (eg. "+2" or "–1") which is applied to any fire with the weapon.

Ammo: ammunition capacity, or power consumption characteristics power (internal storage). If a single number, this is the number of shots which may be fired from the weapon before reloading (usually with a fresh clip or magazine). Weapons with an "Ammo" rating of the form AkJ (B) requires A kilojoules of energy to fire, and can store enough energy for B shots internally.

ROF: the rate of fire of a weapon is expressed either as an unbracketed one (ie. "1") meaning that a single shot may be fired with the weapon via a "fire" action; an unbracketed number larger than one (eg. "2"), meaning that the weapon may be used to fire up to that many shots in quick succession at a single target; a bracketed one (ie. "[1]"), meaning that a single shot may be fired from the weapon via a "fire burst" action; or a bracketed number larger than one (eg. "[3]"), meaning that the weapon may be used to fire a burst – comprising the stated number of shots – via a "fire burst" action.

DC: the damage class of a weapon; the DC of a firearm drops with range – by one for every two full range brackets. Weapons with asterisked ("*") range ratings (eg. stun weapons) lose one DC for ever single (full) range bracket. Weapons with daggered ("†") range ratings (eg. lasers) lose one DC for every five full range brackets.

***** continues to do damage**: 2DCs less over the next three seconds; 4DCs less the three seconds after that; etc.. Single shot DC (for area fire only) is 6B. The flame thrower is used with a version of Heavy Weapon skill, but does not require emplacement before use. The flame thrower itself represents a small target, and may explode when hit.

Range: a weapon's range is not the maximum range at which it can be used, but a reflection of the rate at which its accuracy and damage drop with distance. All firearms suffer a –1 modifier to

hit per full range bracket the target is away; most also incur a –1 modifier to damage for every two full range brackets the target is away.

***** a weapon whose range value is asterisked (eg. "10m*") incurs a –1 modifier to DC for every single (full) range bracket the target is away (ie. twice as quickly as normal).

† a weapon whose range value is daggered (eg. "10m†") incurs a –1 modifier to DC for every five (full) range brackets the target is away (ie. four-tenths as quickly as normal).

Con: this modifier reflects how difficult such a weapon would be to spot, were it concealed using a typical covered holster on a person clad in "typical" fashion (no pun intended). An example of "typical fashion" would be long jeans, a shirt, windcheater, shoes, socks, and underwear. Usually, the "Con" value of a weapon is used as a modifier to Scan tasks, when deciding if a weapon has been spotted, or to Search tasks, when deciding whether a weapon has been found (if not previously spotted). Clearly, circumstances will often differ from this, and modifications to a given Con value for skimpiness or bulkiness of clothing (trench-coats are popular), location of holster, and so forth, may have to be applied.

Draw: this is a quantification of how long it takes to draw the weapon and have it ready for firing. A suffix of "A" indicates that drawing the weapon is an action point action (requiring the stated number of action points); a suffix of "P" indicates that it is a pulse action (taking the stated number of pulses).

RL: this is a quantification of how long it takes to reload the weapon and have it ready for firing. In the case of powered weapon, this reflects the time necessary to attach a cable from a fresh power pack (assuming that one is convenient). Internal power packs take twice as long. A suffix of "A" indicates that reloading the weapon is an action point action (requiring the stated number of action points); a suffix of "P" indicates that it is a pulse action (taking the stated number of pulses).

***** one shell may be reloaded in two pulses

****** three shells may be reloaded in two pulses

Jam: if a "to hit" die roll – when using the fire arm – falls between this number and 99 (inclusive), the weapon has jammed (and does not fire). A weapon with a jam rating of "99*" only jams if a roll of 99 is made, and then a D10 is rolled and yields a "10". Ie. a "99*" weapon will tend to jam once in a thousand shots. When modifying weapons, a weapon cannot become more reliable than "99*" which is treated as the number beyond 99 (eg. 98 + 2 = 99*).

Mass: this is the weapon's loaded mass.

Use: this indicates the skill used to operate the weapon.

H the weapon is a handgun, and is used one or two-handed with the Handguns skill. When used two-handed, the recoil of a weapon is considered to be reduced by one.

L the weapon is a longarm, and is used two-handed with the Long arms skill, aimed shots being assumed to be fired from the shoulder. One-handed shots with such weapons incur a –2 modifier.

TL: this is the (hard) tech level at which the weapon becomes available. Note that legal restrictions will often be more important than technological realities when determining which weapons are actually available.

Cost: this is the cost of the weapon in SVU (standard value units).

14.9 Notes on Mêlée Weapons

Close: these values are applied when one's target (if attacking) or attacker (if parrying) is close (within arms' reach, which for arguments' sake is one metre).

Normal: these values are applied when one's target (if attacking) is within fencing range (ie. one to two metres away), or when parrying any attack not from an attacker within one metre (ie. "not in one's hex"). One can only parry attacks which come from "in front".

Reach: these values are applied only for attacks, and only when one's target is aOutbout three metres away. If the Reach PM is annotated with an exclamation mark ("!") then the weapon can Outdent1also be used against targets four metres away, at a –1 modifier (to PM).

PM this performance modifier is applied to attacks and parries.

DC this value determines the damage class inflicted on the target with a hit, and may also affect the difficulty of parries (when parrying, there is a –1 modifier for every two full DCs by which the attacking DC exceeds that of the parrying weapon). If the entry is a modifier, it is applied to UCDC to determine final DC.

If there is no letter indicating the type of damage done, then the damage is "melee" (class "M") damage; otherwise the letter (ie. "M", "I", or "B") present denotes type.

Parry PM: when parrying, this modifier is applied on top of the appropriate PM for range; in most cases, this will be the Normal PM.

* Some UC attacks have an asterisked parry PM implying that they are not parries but UC attacks which may be performed on an attacker in lieu of a parry, and which are resolved before the attack, using the parry PM as an added modifier.

Eg. an unarmed character may attempt to throw an attacker, or grab his / her weapon, be fore his / her attack lands home instead of parrying.

Draw: see the corresponding notes under Fire arms.

Use: this is the HTH combat weapons category into which the weapon falls; in the case of shields, it indicates that shields are used with the shields skill.

- **(1)** this weapon is used one-handed
- **(1–2)** this weapon is used either one-hand ed or two-handed, with benefits as indicated when used two-handed; such a weapon requires a ST two higher than indicated to wield one-handed; such weapons have one or more of their statistics marked with a dagger ("†"), to signify that these statistics are improved by one when the weapon is used two-handed
- **(2)** this weapon is used two-handed
- **(arm)** this attack requires one arm
- **(arms)** this attack requires both arms
- **(legs)** this attack requires use of both legs
- **(body)** this attack uses one's entire body

Con: see the corresponding notes under Fire arms.

Mass: see the corresponding notes under Fire arms.

ST: this is the minimum ST required to use the weapon effectively. Anyone using a weapon who lacks sufficiently high ST incurs a modifier (to attacks and parries) equal to –(half the deficit, rounded up).

TL: see the corresponding notes under Firearms.

Cost: this is the cost of the weapon in SVU.

14.10 Notes on Armour

M: (Melee) the protection the armour gives against melee damage.

I: (Impact) the protection the armour gives against impact and stun damage.

B: (Beam) the protection the armour gives against beam damage; If worn concealed, this value is reduced by two damage classes, to a minimum of 1 or A (since the covering material tends to coat the armour's reflective surface with soot). Note that this protection represents a combination of reflection and ablation.

Speed: is the speed reduction caused for each limb protected by this sort of armour. A character's effective speed is reduced by the total of the speed modifiers of the armour on his / her limbs. Each skill level of EVA cancels 0.10 points of reduction. Eg. a character wearing hard leather all over incurs a –1.6 speed modifier. If he / she had level 6 in the EVA skill, his / her speed would only be reduced by 0.4.

Con: (Concealment) is the concealability of the armour (add the worst Con modifier for a location covered), and it works exactly as that for weapons.

Vision: fill this number in the Search / Scan modifier box if the character's head is protected by this sort of armour. This number modifies Initiative, Search, and Perception rolls made by a character wearing a helmet of this type of armour.

Mass: the mass of an armour type (generally in kg) is multiplied by the mass multiplier for a given location to determine the mass of a piece of armour which will cover that location. (Effectively, the value is doubled for chest and leg locations.)

TL: the tech. level necessary to produce such armour.

Cost: the cost to armour a given location is determined by multiplying the base cost (in svu) by the cost multiplier for that location. (Eg. helmets cost triple the base cost.)

Endurance: how long the suit provides its protection for (this may be increased).

Extension: the additional mass required to extend Endurance by the time given.

14.10.1 Armour Protection Table

Armour Type	M	I	B	Spd	Con	Vis	Mass	TL	Cost
Leather	1	1	1	–0.2	0	0	500g	0	5
Hard Leather	2	2	1	–0.4	+1	0	1kg	1	10
Ringmail	3	2	2	–0.6	+2	0	1.5kg	2	25
Chainmail	2A	2	2A	–0.7	+2	–1	2kg	2	50
Lamillar	3A	2	2A	–0.9	–	–2	3kg	2	100
Plate	4A	3	3A	–1.0	–	–2	4kg	2	100
Light Plate	3A	2	2A	–0.8	–	–1	3kg	3	150
Heavy Plate	5A	5	4A	–1.5	–	–2	5kg	3	200
Flak Jacket	3	3A	2	–0.6	–	–1	3kg	4	100
Light Kevlar	1	2A	1	–0.1	–2	0	250g	5	10
Kevlar	2	3A	1	–0.2	–1	0	500g	5	20
Heavy Kevlar	3	4A	2	–0.4	0	–1	1kg	5	40
Duty Suit	A	A	1	–0.1	–2	0	250g	6	2
SSilkWeave	1	4A	1	–0.1	–3	0	250g	6	25
SSilkComposite	4	5A	2	–0.4	0	–1	1kg	6	50
Mirrorsuit	1	4A	2A	–0.1	–2	0	250g	7	100
Impermasuit	3	5A	3A	–0.4	0	0	1kg	7	100
Impermaflex	2	5A	2A	–0.2	–1	0	500g	7	100
Impregnasuit	3AA	4AA	4A	–0.6	–	–1	2kg	7	200
Impregnaflex	3A	4AA	5A	–0.5	0	0	1kg	8	200
Invulnasuit	4AA	5AA	5A	–1.0	–	–1	3kg	8	200
Invulnaflex	3A	5AA	6A	–0.5	+1	0	1kg	9	200
Invincisuit	5AA	6AA	8A	–1.0	–	–1	3kg	9	300

14.10.2 Armour Locations Table

Location	Protection	Speed	Con	Vis	Mass	Cost
Helmet	As above	na	NO	YES	x1	x3
Chest	As above	na	–1	na	x2	x2
Abdomen	As above	na	+0	na	x1	x1
[one] Arm	As above	YES	+1	na	x1	x2
[one] Leg	As above	YES	+1	na	x2	x2
Vest (chest & abdomen)	As above	na	+0	na	x3	x3
Suit (body & limbs)	As above	YES (x4)	+1	na	x9	x11

14.10.3 Environment Suit Table

Environment Suits	Spd	Vis	Endurance	Extension	Mass	TL	Cost
Breathing Mask	0	–1	1h	3kg / h	4kg	5	20
SCUBA	–.75	–1	1h	3kg / h	8kg	5	200
NBC	–.5	–1	2h	1kg / 2h	5kg	5	400
NBC	–.25	0	4h	1kg / 4h	3kg	6	100
NBC	0	0	6h	500g / 6h	2kg	7	100
Thermal Suit	–.5	0	8h	1kg / 4h	3kg	6	100
Vacuum Suit	–.75	0	4h	1kg / 3h	8kg	6	5000
Vacuum Suit	–.5	0	8h	1kg / 8h	5kg	7	1000
Vacuum Suit	–.25	0	12h	1kg / 12h	4kg	8	1000

Notes: a Breathing Mask uses bottled air; NBC gear uses advanced filters to remove noxious substances from the air; SCUBA mass does not include weights, which are nullified underwater anyway, but does include fins, etc.; a thermal suit enables the wearer to alter the outer temperature bracket (for him / her-self) by one (eg. CD to NL), or two, but the latter quarters End; a vacuum suit not only includes a self contained atmosphere, it has the properties of a thermal suit as well.

Firearms	PM	Ammo	ROF	DC	Range	Con	Draw	RL	Jam	Mass	Use	TL	Cost
Sling •	+0	1	[1]	+2I	4m	–2	1Δ	1Δ	99	500g	Slings	0-1	5
Spear	+0	itself	[1]	+4M	2m	See spear (below) for other details; requires throwing skill							
Dagger/Knife	+0	itself	[1]	+2M	2m	See dagger (below) for other details; requires throwing skill							
Shortbow •	+0	1	1	+3I	5m	+5	2Δ	2•	99	2kg	Bows	1-2	20
Longbow ••	+0	1	1	+4I	8m	+8	4Δ	2•	99	3kg	Bows	2	50
Composite Bow ••	+0	1	1	+4I	9m	+8	4Δ	2•	99	4kg	Bows	2-3	100
Crossbow ••	+0	1	1	6I	7m	+5	1Δ	1Δ	99	3kg	L	2-3	150
Note: if you do anything other than walk slowly or aim while carrying a loaded bow or sling it becomes unloaded. Crossbows one extra Δ to reload for every point by which the crossbow's DC exceeds half the character's strength.													
Matchlock Pistol ••	–1	1	[1]	7I	3m	+2	2•	5Δ	96	2kg	H	3.5	250
Matchlock Musket •••	–1	1	[1]	10I	10m	+7	1Δ	6Δ	96	6kg	L	3.5	400
Flintlock Pistol ••	–1	1	[1]	8I	4m	+2	2•	5Δ	97	2kg	H	4	250
Flintlock Musket •••	–1	1	[1]	11I	15m	+7	1Δ	6Δ	97	6kg	L	4	400
Revolver (≈ Peacemaker) ••	+0	6	[1]	7I	5m	+1	1•	4Δ	98	1kg	H	4.25	250
Rifle, breech-loading ••	+0	1	1	10I	30m	+7	1Δ	2Δ	99	5kg	L	4.25	400
Revolver ••	+0	6	[1]	8I	6m	+1	1•	4Δ	99	1kg	H	4.5	250
Rifle, bolt action ••	+0	5	[1]	11I	35m	+7	1Δ	2Δ	99*	5kg	L	4.5	300
Rifle, lever action ••	+0	8	[1]	10I	25m	+5	1Δ	6Δ*	99	3kg	L	4.5	400
Revolver •	+1	6	1	8I	8m	+1	1•	3Δ**	99*	1kg	H	4.75	250
Automatic (≈ P-38) •	+1	9	1	8I	8m	+0	1•	1Δ	99	1kg	H	4.75	300
Rifle, self-loading ••	+1	10	1	11I	32m	+6	1Δ	2Δ	99*	5kg	L	4.75	500
Automatic (≈ GP1935) •	+1	13	2	8I	10m	–1	1•	1Δ	99*	1kg	H	5.5	250
Rifle, self-loading ••	+1	10	2	11I	35m	+6	1Δ	2Δ	99*	4kg	L	5.5	400
Automatic (≈ M92) •	+1	15	2	8I	10m	–1	1•	1Δ	99*	1kg	H	5.75	250
Rifle, bullpup ••	+1	10	2	10I	32m	+3	1Δ	2Δ	99*	4kg	L	5.75	400
Cone Pistol •	+1	10	2	10I	10m†	+0	1•	1Δ	99*	1kg	H	6	300

Firearms Table

Firearms	PM	Ammo	ROF	DC	Range	Con	Draw	RL	Jam	Mass	Use	TL	Cost
Cone Rifle	+1	10	2	12I	30m†	+5	1Δ	2Δ	99*	4kg	L	6	600
Cartridge Laser Pistol	+1	4	1	10B	12m†	+1	1•	1Δ	98	2kg	H	6.5	3000
Cartridge Laser Rifle	+1	8	1	12B	37m†	+7	1Δ	2Δ	98	7kg	L	6.5	5000
Laspistol	+1	250kJ (1)	1	10B	12m†	–1	1•	1Δ	99	750g	H	7	1000
Lasrifle	+1	500kJ (2)	1	12B	40m†	+5	1Δ	2Δ	99*	4kg	L	7	2000
Stun Pistol	+1	150kJ (2)	1	8S	4m*	+0	2•	1Δ	99*	1kg	H	7	700
Stun Rifle	+2	300kJ (4)	1	11S	15m*	+7	1Δ	2Δ	99*	4kg	L	7	2000
TDlaspistol	+2	200kJ (5)	2	10B	15m†	–1	1•	1Δ	99*	750g	H	8	500
TDlasrifle	+2	400kJ (10)	2	12B	40m†	+4	1Δ	2Δ	99*	3kg	L	8	1000
Stun Pistol	+2	150kJ (6)	2	9S	4m*	–1	1•	1Δ	99*	1kg	H	8	1000
Stun Rifle	+2	300kJ (15)	2	12S	15m*	+5	1Δ	2Δ	99*	4kg	L	8	3000
Sliver Pistol, DEXAX •	+1	30	2	12I	12m†	+0	1•	1Δ	99*	750g	H	8	400
Non-Explosive •	As above				10I	12m	As above						
Non-Explosive, silent •					7I	10m							
Sliver Rifle, DEXAX •	+2	50	2	14I	35m†	+6	1Δ	2Δ	99*	4kg	L	8	1200
Non-Explosive •	As above				12I	35m	As above						
Non-Explosive, silent •					10I	25m							
Projac Laspistol	+2	400kJ (5)	2	12B	15m†	–1	1•	1Δ	99*	750g	H	9	400
Projac Lasrifle	+2	800kJ (10)	2	14B	40m†	+3	1Δ	2Δ	99*	3kg	L	9	800
Perfect Handgun	+3				25m	–4	1•	1Δ	99*		H		
Perfect Longarm	+3				50m	+2	2•	1Δ	99*		L		
Perfect Cannon	+3				75m	+6	1Δ	2Δ	99*		E		

Firearms Table

Modifications	PM	Ammo	ROF	DC	Range	Con	Draw	RL	Jam	Mass	Use	TL	Cost
Cheap (+ •)	–1	0.8		–1	0.8	+0	+1		–2	1.0			0.6
Custom	+0	1.0†		+0†	1.0†	+0†	+0†		+0†	1.0			3.0
(†: one of these values is improved by one, or multiplied [divided, in the case of power consumption] by 1.2.)													
Heavy (+ •)	+0	0.8		+1	1.1	+1	+1		–1	1.2			1.5
Light (– •)	+0	1.2		–1	0.8	–1	+0		+0	0.7			0.9
Old / Battered	+0	1.0		–1	0.9	+0	+0		–2	1.0			0.7
Quality	+0	1.0		+0	1.1	+0	+0		+1	0.9			3.0
Reliable	+0	1.0		+0	1.0	+0	+0		+2	1.0			1.3
Target (– •)	+1	0.8		–1	1.2	+1	+1		–1	1.2		3.5	3.0
Impact Auto [3] (+ •)	+0	3.0	[3]	+2	0.9	+1	+1		–2	1.4	L	5.5	2.0
Impact Auto [6] (+ •)	–1	3.0	[6]	+2	0.8	+1	+1		–3	1.3		4.75	1.5
Impact Auto [12] (+ • •)	–1	3.0	[12]	+3	0.6	+1	+1		–5	1.2		4.75	1.5
Energy Auto [3]	+0	1.0 (3.0)	[3]	+2	1.0	+1	+1		–2	1.5		7	2.0
Energy Auto [6]	+0	1.0 (6.0)	[6]	+3	1.0	+2	+1		–4	2.0		7	3.0
Cut-down (+ •)	+0	0.8		+0	0.7	–2	+0		–1	0.7	H		0.8
Carbine (+ •)	+0	1.0		–1	0.7	–2	–1		–1	0.8	L		0.8
Sawn-off (+ • •)	–1	1.0		–1	0.4	–4	–2		–2	0.6	LËH		1.0
Cannon	+0	3.0		+2	1.3	+2	+2		–2	2.0	LËE	4.75	3.0

Firearms Modifications Table

Specific Firearms	PM	Ammo	ROF	DC	Range	Con	Draw	RL	Jam	Mass	Use	TL	Cost
Rock / Wieldy Object	+0	itself	[1]	+1I	2m	?	2•	na	na	?	Throw	na	free
Club / Unwieldy Object	–1	itself	[1]	?	1m	?	2•	na	na	?	Throw	na	?
Javelin	+1	itself	[1]	+3M	3m	+8	3Δ	na	na	2kg	Throw	1	10
Throwing Star	+0	itself	1	+0M	1m	–5	1•	na	na	250g	Throw	2	5
Derringer ••	–1	2	1	6I	2m	–5	1•	3Δ*	98	500g	H	4.25	200
Automatic (early) •	+0	9	1	7I	7m	+1	1•	1Δ	97	1.5kg	H	4.4	800
Baby Autoloader •	–1	6	1	5I	4m	–4	1•	2Δ	99	400g	H	4.75	200
Machinepistol •••	+0	24	[6]	9I	8m	+1	1•	1Δ	97	2kg	H	4.75	600
Single Shot •	As above			1	7I	10m	As above						
Double-barrel Shotgun •••	+1	2	[1]	2x8I	15m*	+6	1Δ	3Δ*	99*	5kg	L	4.5	300
Both Barrels ••••	+0	As above		[2]	4x8I	As above				99	As above		
Pump-Action Shotgun •••	+1	8	[1]	2x8I	15m*	+6	1Δ	5Δ	99	5kg	L	4.75	200
Single-Barrel Shotgun •••	+1	1	[1]	2x8I	15m*	+6	1Δ	2Δ	99*	4kg	L	4.5	150
Birdshot •••	+2	As above		4x3I	10m*	As above							
Sparrowshot ••	+3			6x1I	5m*								
Flamethrower ••	+1	24	[6]	10B	8m*	+9	1Δ	15Δ	98	8kg	E	4.75	1000
Flamethrowers cover their target with burning clinging liquid (napalm) that continues to damage the target after it has been hit. The flamethrower inflicts DC8 (random QR) over the next 10s., then DC6, then DC4, then DC2. Note that 10s does not correspond to any particular "turn structure", so that point at which damage is assessed is up to the gamemaster.													

Specific Firearms Table

Melee Weapons	Close		Normal		Reach		Parry PM	Draw	Use (hands)	Con	Mass	ST	TL	Cost	Group
	PM	DC	PM	DC	PM	DC									
Shortsword	–1	+2	+1	+3	na	na	–1	2•	swords (1)	+0	750g	6	2	20	SWORDS
Sabre/Longsword	na	na	+1	+4	na	na	0	3•	swords (1)	+5	1.25kg	8	2	40	
Hand and a Half	na	na	+1	+4†	–2†	+3†	–1†	1Δ	swords (1–2)	+7	2kg	70	2	100	
Two-Handed Sword	na	na	+0	+5	+0	+4	–1	1Δ	swords (2)	+8	3kg	10	2	150	
Crude Club	na	na	+0	+2†	na	na	–1	1Δ	hafted (1–2)	+4	2-4kg	8	na	na	HAFTED WEAPONS
Light Mace	na	na	+1	+2	na	na	–1	3•	hafted (1)	+3	2kg	6	1	5	
Heavy Mace	na	na	+1	+3†	na	na	–1	1Δ	hafted (1–2)	+5	4kg	10	1	10	
Battleax	–2	+2	+1	+4†	na	na	–2	1Δ	hafted (1–2)	+6	3kg	10	2	40	
Spear	–1	+0	+1	+3†	+0	+2†	–1†	3Δ	pole (1–2)	+9	3kg	8	2	20	POLEARMS
Glaive	–1	+0	+1	+4	+0	+4	+0	3Δ	pole (2)	+9	4kg	10	2	40	
Poleaxe	na	na	+1	+6	–1	+4	–1	3Δ	pole (2)	+10	5kg	12	2	60	
Lance	na	na	na	na	+0!	+4	na	long	pole (1)	+12	5kg	12	2	30	
Pike	na	na	na	na	+1!	+4	–1	3Δ	pole (2)	+12	4kg	10	2	50	
Target Shield	–2	+2	+1	(+2)	na	na	+1 (+2)	2Δ	shields (1)	+3	2kg	6	1	10	SHIELDS
Buckler	–1	+3	+1	(+3)	na	na	+1 (+2)	2Δ	shields (1)	+5	3kg	8	1	20	
Kite Shield	+0	+4	+1	(+4)	na	na	+1 (+2)	2Δ	shields (1)	+8	4kg	10	1	30	
Tower Shield	+0	+4	+1	(+5)	na	na	+1 (+2)	3Δ	shields (1)	+10	5kg	12	1	40	
Note: the +2 parry modifier for a shield applies to off-hand usage only (ambidextrous characters don't have off-hands). Parenthesised DC values can only be used to parry.															

Melee Weapons Table

Melee Weapons	Close		Normal		Reach		Parry PM	Draw	Use (hands)	Con	Mass	ST	TL	Cost	Group
	PM	DC	PM	DC	PM	DC									
Slap	+2	–2	na	na	na	na	na	na	UC (arm)	na	na	na	na	na	UNARMED ATTACKS
Jab	+1	–1	–1	–1	na	na	na	na	UC (arm)	na	na	na	na	na	
Punch	+0	+0	+0	(+0)	na	na	+0	na	UC (arm)	na	na	na	na	na	
Knee	–1	+1	–1	(+1)	na	na	+0	na	UC (legs)	na	na	na	na	na	
Kick	–1	+1	–1	+0	na	na	+0	na	UC (legs)	na	na	na	na	na	
Grab	–1	na	–2	na	na	na	+1*	na	UC (arm)	na	na	na	na	na	
Hold (Capture)	+0	na	na	na	na	na	na	na	UC (arms)	na	na	na	na	na	
Throw (Throws)	–1	na	na	na	na	na	+0*	na	UC (body)	na	na	na	na	na	
Lethal Blow (Lethal)	–1	+2	–1	+2	This applies as a modification to a jab, punch, or kick										
Notes: if a field is listed after an attack, a –2 modifier applies when performing the attack without the field; a grab may be performed as a parry representing grabbing the weapon (what happens then is up to the GM); a grab is generally used to grab an opponent or his/her garments; a throw may only be performed (immediately) after a successful grab. Parenthesised DC values can only be used to parry.															
Garrote	–1	+1	–2	+1	na	na	na	2Δ	garrote (2)	–4	500g	6	1	2	
Wire Garrote	–1	+3	–2	+3	na	na	na	2Δ	garrote (2)	–4	500g	6	2.5	10	
Whip	na	na	na	na	+0!	–1	na	1Δ	whip (1)	+0	1kg	6	1	10	
Haft/Butt/Hilt	–1	+1	na	na	na	na	na	Presumably attached to some other weapon.							
Dagger	+1	+2	–1	+2	na	na	–2	1•	knives (1)	–4	400g	4	2	8	
Quarterstaff	–1	+1	+1	+3	+0	+2	+1	1Δ	pole (2)	+9	3kg	8	2	3	
Smallsword	na	na	+1	+2	na	na	+1	2•	fencing (1)	+4	600g	6	3	50	
Rapier	na	na	+1	+3	na	na	+1	3•	fencing (1)	+6	1kg	8	2.5	80	
Main Gauche	–1	+2	+0	+2	na	na	+1	2•	fencing (1)	+0	500g	4	2.5	25	
Katana	na	na	+2	+3†	na	na	+0	2• (1•)	kenjutsu (1–2)	+5	1kg	8	2.5	200	
Note: for katana to receive the 1• draw rating it must be (a) unconcealed, in its special scabbard; (b) retained at a particular ready-to-draw angle (which may be recognised and held in disdain at social events).															
Perfect HTH Weapon	+2		+3		+3		+2	1•		–6					
Heavy	–1	+0	+0	+1	+0	+1	+0	+1	+1	1.3	+2	–1	+1	1.0	1.5

Melee Weapons Table

Melee Weapons	Close		Normal		Reach		Parry PM	Draw	Use (hands)	Con	Mass	ST	TL	Cost	Group
	PM	DC	PM	DC	PM	DC									
Light	+1	+0	+0	–1	+0	–1	+0	+0	–1	0.8	–2	+0	–1	0.8	0.8
Long	–2	+0	+0	+0	+1	+0	+0	+1	+1	1.1	+0	+0	+0	0.8	1.2
Serrated	Replace DC values with 2 x (Old DC – 2)						+0	+1	+0	1.1	+0	–1	–2	0.8	1.5
Short	+1	+0	–1	+0	–2	–1	+0	+0	–2	0.8	–2	+0	+0	0.8	0.9
Cheap	+0	+0	–1	+0	–1	–1	+0	+0	+0	1.0	+0	–1	+0	0.8	0.6
Fine (close)	+1	+0	+0	+0	+0	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (medium)	+0	+0	+1	+0	+0	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (reach)	+0	+0	+0	+0	+1	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (thrown)	+0	+0	+0	+0	+0	+0	+0	+0	+0	1.0	+0	+1	+0	1.2	2.0
Note: the modifiers to thrown statistics only apply to weapons with characteristics as thrown weapons.															

Symbol	Meaning
!	this weapon can be used one metre past reach, using this PM minus one.
†	this value is improved by one when the weapon is used two-handed

Melee Weapons Table